Game Design Document

Fill up the Following document

1. Write the title of your project.

Escape the river challenges !!

1. What is the goal of the game?

The goal of the game is to provide thrilled virtual adventure of real life river rafting

1. Write a brief story of your game?

There will few people on the boat who will be sitting in a boat . All people

were fond of doing a river rafting. They travelled the a lot of [places to find

the most thrilling river rafting , but didn’t found any . This game is designed for those who are fond of river rafting and provides the fun of virtual river rafting !!

1. Which are the playing characters of this game?

* Playing characters are the ones which respond to the user based on the input from the user
* Cars, monkeys, dinos, wizards etc, are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Tamy | Rider of the boat |
| 2 | Elsa | Rider of the boat |
| 3 | Sam | Rider of the boat |
| 4 | Erica | Rider of the boat |
| 5 | Jennifer | Rider of the boat |
| 6 | Ronaldo | Rider of the boat |
| 7 | Kate | Rider of the boat |
| 8 | Rose | Rider of the boat |

NOTE : THESE PEOPLE WILL FORM DIFFERENT TEAMS

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc are non playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | River | Interacts with the game as a scenery |
| 2 | Waves | One of the hurdle |
| 3 | Flying birds | One of the hurdle |
| 4 | Large stones | One of the hurdle |
| 5 | Coins | Score |
| 6 | Key | Score (Adds plus five points to the ) |
| 7 | Crown | Will be given to the team which will have the most number of points |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper,
* Add images of scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

TO MAKE THE GAME MORE ENGAGING WE WILL TRY TO GIVE IT DIFFERENT TYPES OF TWIST AND TURNS , SO THAT THE PLAYER CAN ENJOY PLAYING IT !!