Game Design Document

Fill up the following document

1. Write the title of your project.

Cleaner’s Duty

1. What is the goal of the game?

To dodge the obstacles, collect the cleaning supplies/powercoins and to cross the finishing line before the other player.

1. Write a brief story of your game.

Suzy is a girl, who’s fastidious about getting her sourroundings unclean. She loves the environment and tries to keep the streets cleam in the little ways she could.

Once, during a school field trip, she visited a company that opposes environmental uncleanliness. This company tries to keep the roads and streets as clean as possible by assignning enormous cleaning vehicles to clean the streets on particular days of the week in order, to prevent environmental pollution and uncleanliness.

Suzy couldn’t be more delighted to see that there are people in the world, who are fastidious like her. She was very inspiried by what she saw in the field trip. Suzy wanted to spread awareness on this regard. And a brilliant idea occurred in her brain. Suzy is a learning coder. So, during her coding class with her teacher, she decided to create a fun, relaxing and cleanliness promoting game. She prefers to call it ‘Cleaner’s Duty’.

1. Which are the playing characters of this game?

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

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| Number | Character Name | What can this character do? |
| 1 | Cleaning Vans | The cleaning vans have the ability to move on the road, when the users press the arrow keys. They also have the abilty to collect, fuel and powercoins that determine their ranks and life count. |

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

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

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| Number | Character Name | What can this character do? |
| 1 | Garbage Cans | Coming into contact with a garbage can, can result in the player’s life line rounding up to a zero. Basically, knocking on a garbage can, will be game over for players. |
| 2 | Powercoins | Powercoins manipulate the score and rank of the player. |
| 3 | Fuel | Fuel helps the player to keep running on the road. If a player runs out of fuel, the game ends for that respective player. |
| 4 | Dirt | Coming into contact with dirt results in the player loosing lives |
| 5 | Lives | If the life count of a player arrives to zero, it would result in the game ending for that specific player. |
| 6 | Cleaning supplies | Collecting cleaning supplies, increases the life score of a player. |

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 the game scenes to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

By adding new levels, more obstacles to dodge, more characters, bonuses etc.