Game Design Document

Fill up the following document

1. Write the title of your project.

Answer – The exchanger

1. What is the goal of the game?

Answer – The goal of the app he goal of the app is to ake a platform on which kids could exchange their toys and books.

1. Write a brief story of your game.

Answer – In these times hen kids get toys they play with for a short period of time and after that they get bored with it and wanta ne toy. But this app is going to enable kids to exchange their stuff if omeone else but only if the second person agrees. Hence kids could play with other toys and return the things as the same condition they took it.

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | R Bot | Help you find the perfect toy or book for you in a certain distance. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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.

Answer – None

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.

Answer – At the end of the document

How do you plan to make your game engaging?

Answer- People could exchange toys for free that is the thing that it will attractive and engaging as many people would download this app for this reason and find the perfect toy or book for themselves.

