Game Design Document

Fill up the following document

• Write the title of your project.

Fruit Collector

• What is the goal of the game?

Is to collect all Fruits by going over obstacles.

• Write a brief story of your game.

The knight is going to collect all frutis and give it to the king of the village.

• 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. The Knight The Knight is the one that is going to collect all the fruits.

• 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.

Number

Character Name

What can this character do?

1 The king

2. The fruits

3. The islands.

How do you plan to make your game engaging?

By adding sound.