Game Design Document

Fill up the following document

1. Write the title of your project.

1)Endurance (End ur race)   
2)Run the race

3)Keep running

1. What is the goal of the game?

The goal of the game is to cross the finish line & win the game with high score without giving up.

1. Write a brief story of your game.

This is a running game where the Player (PC) has to help the character to score high and collect as many coins as possible by not giving up! There will be various obstacles (NPC) in his path (road) & also there will be other runners too who will give up during the game but he has to overcome those all obstacles & do not give up. The Player will get rewards according to his/her score & collection of coins.

The main motto of developing this game is to learn that We should never give up in any circumstances. There will be some people in our path who may give up but we should not get discouraged by them rather we should always be motivated & do not give up.

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 |  |  |
| 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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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?