Game Design Document

Fill up the following document

* Write the title of your project.

"My own platformer game"

* What is the goal of the game?

The goal is to jump between/over objects and not touch the red platforms which kill you

* Write a brief story of your game.

greg is bored of going outside and doing parkour. so he makes a game on his computer which is like parkour but he doesn't need to go outside.

* 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 | green block | jump and go forward and back |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | crab/spider | it can kill the player if they touch the player |
| 2 | red block | it doesn't move but if the main character by accident steps on it or touches it kills them |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |

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?

+ sound

+ levels

+ a pretty long game

+ rewards

+ tasks