Game Design Document
Fill up the following document

1. Write the title of your project.
   Collaboration

2. What is the goal of the game?
   You finally make a stable building after cooperating with others.

3. Write a brief story of your game.
   You are a triangle, trying to make stable building(like pyramid) and there are other triangles. You try and fail each time not working together, and finally agree to work together to make a stable build.

4. 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	You triangle	Moves around try making building runs from others
2	Other triangle	
3	Other triangle	
4	Other triangle	All working together to try to make build but need YOU to make it right(runs in beginning)
5	Other triangle	
6	Other triangle	
7		
8		

5.

6. 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.
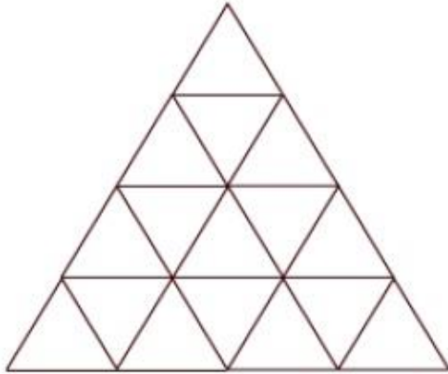   - Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

Number	Character Name	What can this character do?
1	Successful build(not really character)	When everyone collaborates, they make a successful build
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.
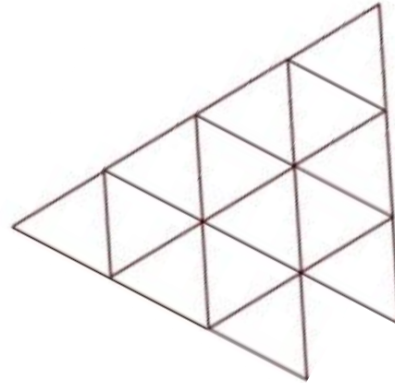
Sorry for the bad drawing

With Collab

Without collab
Falls**

How do you plan to make your game engaging?
There will be music that responds with the game and a story as the game goes.

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