Game Design Document

Fill up the Following document

1. Write the title of your project.

Feed The Pony

1. What is the goal of the game?

The goal of the game is to eat all the candies , cherries and the donut

1. Write a brief story of your game?

My Story is about a purple coloured beautiful pony but , it does not

Have anything to eat . So, in search of food it enters into a form

Changing ghost house . the ghost has two forms . And the pony

Requests you to guide her and feed har all food and save from the ghosts. And you being kind agree to help her .

* Which are the playing characters of this game?
* Playing characters are the ones which 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 | pony | It will move with your arrow keys |
| 2 | ghosts | They can change their forms and they have two forms – scary and funny |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?