Game Design Document

Fill up the Following document

1. Write the title of your project.

Infinite Running Game

1. What is the goal of the game?

The goal of the game is to reach the finish line first and win the game.

1. Write a brief story of your game?

Once their was a runner who was running a competition and suddenly came to a new world where all were robots and only he was a human. If he wanted to come out of the world then he has to win the game by touching the finish line.

1. 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 | Runner-1 | This player can be controlled by arrow keys . |
| 2 |  |  |
| 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 | Runner-2 | It is controlled by computer |
| 2 | Runner-3 | It is controlled by computer |
| 3 | Runner-4 | It is controlled by computer |
| 4 | Obstcales | It is spawned after some framecounts. |
| 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?

My plan is to add a booster after 100 frames so that the Pc Plyer can run even more speed