Game Design Document

Fill up the following document

1. Write the title

School running race

1. What is the goal of the game?

The goal of the game is to reach the finish line .

1. Write a brief story of your game.

The goal of the game is to reach the finish line without touching the obstacles..each player is given three chances if they touch the obstacles.Also water bottles will be placed randomly to restore their energy

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 | Girl1 | This character is responsible to lead their players to the finish line without touching the obstacles |
| 2 | Boy1 | This character is responsible to lead their players to the finish line without touching the obstacles |
| 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 | Stone lumps | This charcter if come in contact with the player then their life will be reduced |
| 2 | Water bottle | This charcter if come in contact with the player then their energy will be increased |
| 3 | coins | These are added to increase the score |
| 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.

Ans:The goal of the game is to reach the finish line without touching the obstacles..each player is given three chances if they touch the obstacles.Also water bottles will be placed randomly to restore their energy

How do you plan to make your game engaging?

The adaptivity of the game should be balanced so that the player don’t find it tooo difficult and also the game should not be made soo easy in order to make sure the player don’t loose interest