Game Design Document

Fill up the Following document

1. Write the title of your project.

Math it up

1. What is the goal of the game?

The goal of this game is to match the answer of the question and there would be 4 different type based question and the answer would be the same.

1. Write a brief story of your game?

The brief story is to find answer of the sums and fill up 1 full tube with 1 answer

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 | Player | The player playing the game |
| 2 | The sums | To make the game interesting |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

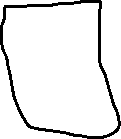
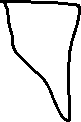
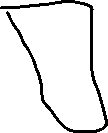
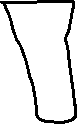
1. Which are the Non Playing Characters of this game?

* 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 | Test tube | They would be present where they could get a simple way to segregate the final answers pf the questions . |
| 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?

We make our game engaging like

Feedback

And timer

And story

Thank you