Game Design Document

Fill up the Following document

1. Write the title of your project.

The title of my project is subway sufers

1. What is the goal of the game?

The player should escape from the trains and reach the winning point

1. Write a brief story of your game?

The player is painting on the train so the cop is chasing the player

So the player has to escape from the police. The train will be

Distracting him

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.

|  |  |  |
| --- | --- | --- |
| No. of players | Playing chracters | role |
| 1. | Police | Chasing the player |
| 2. | Doggy | Going with the police |
| 3. | Trains | Distracting the player |
| 4. | Player | Escape from the police |
| 5. | track | The train to run |

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?