Game Design Document

Fill up the Following document

1. Write the title of your project.

Coin Catcher

1. What is the goal of the game?

To collect all coins the player had

1. Write a brief story of your game?

So there once was a very rich man. He can buy literally anything in the world. He was driving home one day, and he got robbed. He lost all this valuable coins. And he is on a mission to get it back.

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 | Steve | He will try to get the coins |
| 2 | Robin | He is the one who stole the coins from Steve |
| 3 | Alex | He will narrate the game and give hints and clues to get to Alex. |
| 4 | Bob | He is the boss. Steve has to beat him and get his coins back |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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

* Non-Playing characters are the ones which do not have an action or a 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 | Walls | These guys will be obstacles for Steve |
| 2 | Coins | This is what Steve has to collect |
| 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?

To make levels harder so Steve can’t get his coins. There will also be a boss.