Game Design Document

Fill up the following document

1. Write the title of your project.

Cat and milk

1. What is the goal of the game?

The goal of the game is to make the cat drink the milk after fighting with dogs

1. Write a brief story of your game.

There is a cat who wants to drink the milk and there are so many dogs who are running randomly in the way of cat. The cat have to fight, she have to go against the dogs and drink the milk. The milk are in so many bottles and the bottles are placed in some distances and the cat have to fight the dogs drink(collide or touch) the milk bottles and and after sometimes the speed of dogs ground and cat…

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 | Cat | This character can run and can fight with the dog and can also drink the milk from the milk bottles |
| 2 |  |  |
| 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 | Milk bottles | This character is the drink of cat and these are constant |
| 2 | Dogs | This character is the enemy of cat and these chracters are random and they will run throughout the game and they will stop the cat from drinking the milk |
| 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 the game scenes to show each of the playing and non-playing characters at least once.

This game will look challenging. There will a forest background an cat animation, dog animation and milk bottle animation and the background will be at x axis(x positioned background(canvas))

How do you plan to make your game engaging?

The velocity of the ground cat as well as the dog’s velocity will change after sometimes. And the cat have to fight the dog and the dog’s velocity will change after some times and it will be also not easy for the cat to reach to the milk bottles due to the randomly running dogs.