Game Design Document

Fill up the Following document

1. Write the title of your project.

DARK CYCLING

1. What is the goal of the game?

TO WIN A CYCLE COMPETETION

1. Write a brief story of your game?

IN A VERY BIG CYCLE MARATHON, 4 GROUPS WILL BE PARTICIPATING. THE GROUPS

SHOULD WIN THE COMPETETION WITHOUT TRYING TOHIT ANY OTHER PERSON.

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 | MAIN CYCLIST | CAN RIDE CYCLE FASTER THAN ANY OTHER PERSON |
| 2 |  |  |
| 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 | RED CYCLIST | HAS A GOOD START AND ALWAYS BE IN THE LEAD |
| 2 | YELLOW CYCLIST | CAN GAIN UP MORE SPEED THAN ANY OTHERS |
| 3 | PINK CYCLIST | DOESN’T GET TIRED |
| 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 THIS GAME ENGAGING, I PLAN TO HAVE MANY NICE ANIMATOIN, NEAT PRESENTATION, AND BY GIVING A PROPER FUNCTION TO THE PLAYING AND THE NON-PLAYING CHARACTER.