Game Design Document

Fill up the following document

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1. Write the title of your project.

Runaway

1. What is the goal of the game?

To runaway from the blob also know as the problems

1. Write a brief story of your game.

There is a person the ,charater who the the person is playing, and

They are running away from their prblems and it will be shown as a

Blob monster. The aim of the game is to runaway from the monster while not tring to get hit and then loose’s a piece of the their heart (5 pieces in total).

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 | Black blob monster | The monster that catches the girl but it also has a sword that takes a life away if the charater get hit. |
| 2 | cloud | When the charater gets closer to the problem a cloud of consicousness appears. |
| 3 | sword | The object |
| 4 | The girl/boy | The main charater of the game. They are controlled to runaway frm their problems if they get caught they die or get badly injured. |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

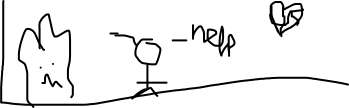
1. Which are the Non-Playing Characters of this game?

* 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 | rocks |  |
| 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 the game scenes to show each of the playing and non-playing characters at least once.



How do you plan to make your game engaging?



By giving some type of music and