Game Design Document

Fill up the following document

* Write the title of your project.

Zombie Game

* What is the goal of the game?

Get away from the zombie and collect gold coins to reach the highest score.

* Write a brief story of your game.

A girl is walking home but she comes across a zombie and the zombie starts chasing her so she starts running away from it.

* 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 | girl | run, jump |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | zombie | chase |
| 2 | hand | obstacle |
| 3 | skull | obstacle |
| 4 | gold coins | points |
| 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.

It looks like a girl running away from a zombie in the forest while collecting gold coins.

How do you plan to make your game engaging?

As you play the game even more the speed increases and more obstacles show up.