

**GAME DESIGN DOCUMENT (GDD)**

**Game Name:** HILL CLIMBING

**Genre:** Racing

**Player:** Single Player

**Game Description:**

The HillClimbing is a 2-D endless racing game,where the player needs to explore the hills by collecting coins ,without running out of fuel.

**Design Goals:**

* Create a hill environment for the player to travel
* Make the players vehicle and add player to the vehicle
* The player moves forward when left or A key is pressed and backward when right or D key is pressed
* If the player runs out of fuel,game ends
* Place coins randomly and player collects the coins along the path
* Score is incremented by 5 points when the player collides the coin
* Play Audio after coins are collected
* Save the player data name,gender,region,score.

**Game Play Outline:**

• Opening the game application

• Play Game

• Instructions

• Help

• Exit the Application

• Player’s controls

• Game Over

• Restart

**GAME FLOW:**

