Game Design Document

Fill up the following document

1. Write the title of your project.

Grand Car Racing.

1. What is the goal of the game?

Reach to the finish line.

1. Write a brief story of your game.

It is a 4 player multiplayer car racing game.

Which will have some obstacles, coins, fuels, life and the 4 online players.

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 | Car1 | Go up left, right, up, collect fuels also can be finished after health reaches to 0 by touching obstacles. |
| 2 | Car2 | Go up left, right, up, collect fuels also can be finished after health reaches to 0 by touching obstacles. |
| 3 | Car3 | Go up left, right, up, collect fuels also can be finished after health reaches to 0 by touching obstacles. |
| 4 | Car4 | Go up left, right, up, collect fuels also can be finished after health reaches to 0 by touching obstacles. |
| 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 | Obstacle1 | If the player touches the obstacles the life will reduce |
| 2 | Obstacle2 | If the player touches the obstacles the life will reduce |
| 3 | fuel | If the player touches the fuel, the fuel bar will be refilled |
| 4 | coins | If the player touches the coin, the score will be increased |
| 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?

The game will have a player squad. All will be online at the game. And there would be obstacles, fuels, coins and a finish line. Also when the players will hit eachother, the life would be reduced.