Game Design Document

Fill up the following document

1. Write the title of your project.

Cab Rider

1. What is the goal of the game?

The goal is to pick up and drop the rides safely

1. Write a brief story of your game.

Rohan had a cab buisness earlier which was going really well. But, due to corona people stopped using cabs thus his business ended.

Now to live, he has to earn, so he used his experience and knowledge to make a new cab company which was only only him.

Now he himslef is a cab driver who is earning so that he can regain hi identity / his buisness.

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 | Driver Car | It is the driver which moves accoring to the keys |
| 2 | rides | They are the people whom the driver has to pick |
| 3 |  |  |
| 4 |  |  |
| 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 | Other cars | They are the obstacles for the driver |
| 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.

Graphical user interface, text, application, chat or text message

Description automatically generated Graphical user interface, text, application

Description automatically generated

How do you plan to make your game engaging?

By adding sounds, points, obstacles etc.