Game Design Document

Fill up the following document

1. Write the title of your project.

Brick Builder

1. What is the goal of the game?

Put the brick in the Truck

1. Write a brief story of your game.

Two Builder were given a take to put 5 bricks in a truck. But the brick comes continuously and should not touch the ground.

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 | Player1 | Put the brick in the truck |
| 2 | Player2 | Put the brick in the truck |
| 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 | Bricks | To be collected and stored inside a truck |
| 2 | Trucks | To put the brick in |
| 3 | Tracks | For the bricks to move on |
| 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.

Chart

Description automatically generated

How do you plan to make your game engaging?

The Speed of the brick moving is going to increase and there can be multiple bricks on the borad at the same time making it harder for the player to decied.