Game Design Document

Fill up the following document

1. Write the title of your project.

Hungry Bruno

1. What is the goal of the game?

To eat healthy food and to destroy the junk food

1. Write a brief story of your game.

Bruno, is a boy who loves the Mario game and wants to create a

Game similar to it, he is also a foodie and wants to Healthy as he

can so, wants to create a game in which he can destroy the junk food with the help of healthy food.

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 | Bruno | Attack Mr french,  Collect |
| 2 |  |  |
| 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 | Mr French | Throw french fries disguised bomb |
| 2 | Annie apples, Berry big sister | collectables |
| 3 | Funky banana, Cherie tomatoes | collectables |
| 4 | Wild carrots, Silly chilli | collectables |
| 5 | Kookie cookie , Queen cupcake | obstacles |
| 6 | Soda pops, Papa pizza | obstacles |
| 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?

I would add some challenges in the game which would be engaging like level ups for example.