Game Design Document

Fill up the following document

1. Write the title of your project.

Jumping frog

1. What is the goal of the game?

To save the frog from the obstacles

1. Write a brief story of your game.

The frog would be moving forward when you click anywhere on the screen. After some time, there’ll be some stones on the way and the frog has to jump over them in order to save itself.

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 | frog | The frog is moving continuously and can jump when an obstacle comes. |
| 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 | stones | they are static and the frog finds them on its path. They act like obstacles. |
| 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

Description automatically generated with low confidenceA picture containing graphical user interface

Description automatically generatedA picture containing text

Description automatically generated

How do you plan to make your game engaging?

By adding colourful characters