Game Design Document
Fill up the following document

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1. Write the title of your project.
Xavy's Time Travel Journey

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2. What is the goal of the game?
    The goal of the game is to collect rewards in each level and complete all the levels.

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3. Write a brief story of your game.
    The main character of the game,Xavy, is travelling in time from past to future. He is travelling to 3 different ages. He'll get different obstacles in each age which he'll have to vanquish. The route and hindrances get more difficult with each passing level. Variable lives will be given to according to the level. If the player overcomes all the obstacles and completes all the level he wins, else if he is deprived of all his lives before completing all the levels, he loses.

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4. 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		move right and left and jump over the blocks to move ahead in the game.
2		
3		
4		
5		
6		
7		
8		

6. 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	Blcoks	Static bodies on which the player jumps to move ahead in the game.
2	Obstacles	These change with each level. Its work is to make player's way more difficult. If the player interacts or touches them, he loses a life.
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.
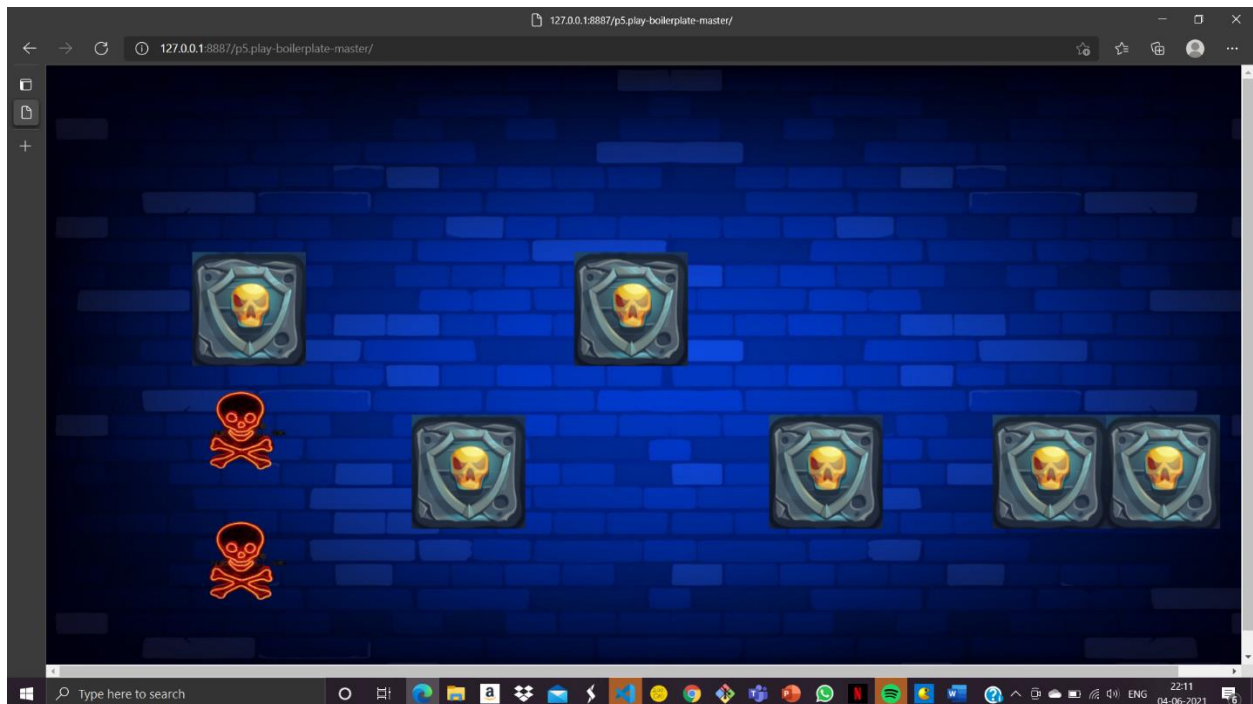
A rough image of the first level of the game which is still being built on.

How do you plan to make your game engaging?
My plan to make my game engaing has a lot to do with the concept of
game adaptivity. With each passing level the obstacles, animations and
type of blocks change and become a bit more challenging. Therefore, with
each level the player gets the vibe of something new and different than the
previous level. There is balance level maintained in the whole game, i.e, till
the last level, there would nothing impossble for the player to achieve, but
surely difficult and challenging enoough to keep him hooked! There are
lives present which act as a source of encouragement and another
opportunity even when the player loses in the game.
I am focusing to keep the images, animations and sounds as admirable as
possible to give the game a professional look.