

Game Design Document

Fill up the Following document

- Write the title of your project.

Dragon Adventure

- What is the goal of the game?

Collect fireballs and avoid floating cubes

- Write a brief story of your game?

A dragon named toothless wants to travel around the world, but in order to do so he needs to collect the fireballs and avoid the Magical cubes.

- Which are the playing characters of this game?
- Playing characters are the ones which 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?
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1	Toothless	Fly up and down
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- Which are the Non Playing Characters of this game?

- Non Playing characters are the ones which don't have an action or a behaviour 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?
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1	Fireballs	Make toothless go faster
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2	Cubes	Make toothless go slower
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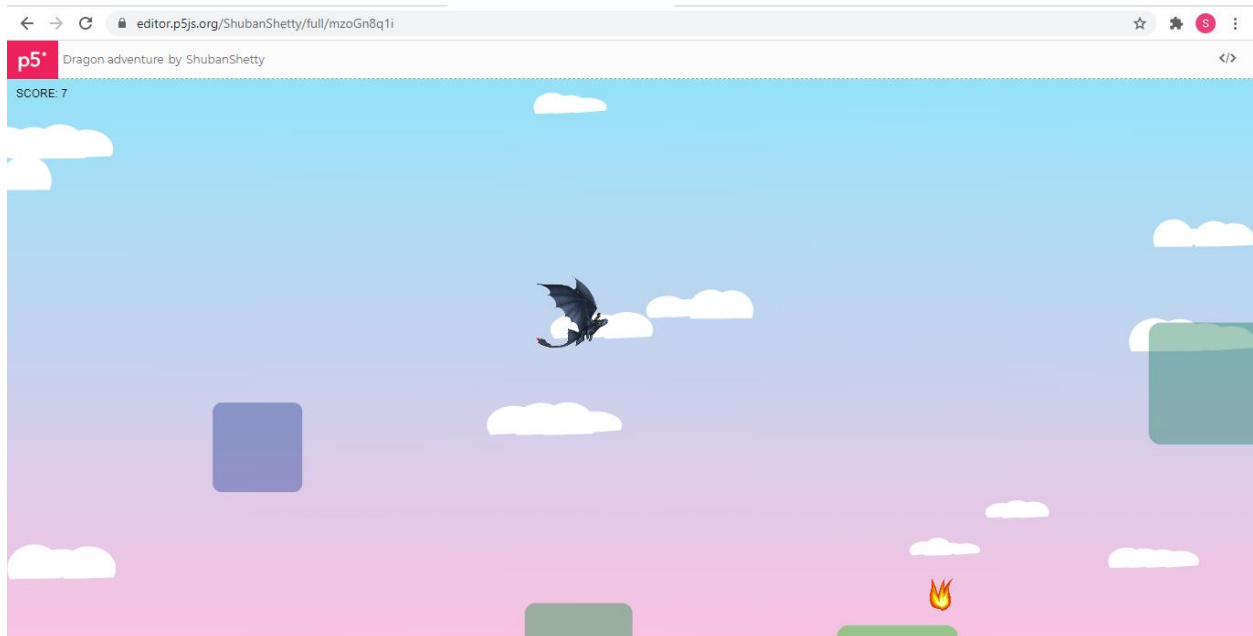
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Draw your imagination of this game. What does this game look like?

- Draw the game either on your computer or on paper,

- Add images of scenes of the game to show each of the playing and non-playing characters at least once.



How do you plan to make your game engaging?

By adding the score, the player gets motivated to keep on flying for as long as possible, also the spawn rate of the cube increases with time.