Game Design Document

Fill up the following document

1. Write the title of your project.

Runaway Ghost

1. What is the goal of the game?

To fly around to obstacles to avoid the ghost buster.

1. Write a brief story of your game.

The player is is trying to fly to safety from the ghost buster, as they run, there are obstacles to avoid in the way. Each time you hit an obstacle, you get closer to getting busted!

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 | Ghost | Playable character |
| 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 | Ghost Buster | Non – playable character |
| 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.

The setting is placed at night in a city, where a friendly ghost starts to run away from a ghost buster.

How do you plan to make your game engaging?

As the player advances through the game, the obstacle count will become more and the speed increases.