Game Design Document

Fill up the Following document

* Write the title of your project.

**Sun Jumper**

* What is the goal of the game?

**To reach the top of the world**

* Write a brief story of your game?

**A boy named Sunny wants to prove that he can do extraordinary things, and after hearing of a legend that if one reaches the top of the Heavenly Mountains, they will gain anything they desire. Wanting to see if the legend is true, Sunny ventures off to the mountains.**

* 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? |
| 1 | Sunny | Jump and Dash across obstacles |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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? |
| 1 | Tom | He gives you tips and advice that help you through the game |
| 2 | Rock | just a simple obstacle you jump over |
| 3 | Cloud | A platform that disappears awhile when you jump on it |
| 4 | Flag | it marks the end of the game, touch it and you win. |
| 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 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?