Game Design Document

Fill up the following document

1. Write the title of your project.

Jungle Escape-Free running web game

1. What is the goal of the game?

To save yourself from different obstacles coming to, while escaping from a fierce monster.

1. Write a brief story of your game.

There is a Player (You), who is lost in a deep jungle. Suddenly, a monster spots him, while he find a way to exit. He has to escape from him, otherwise, he will not spare you. While escaping, he finds a lot of obstacles on his way like boulders, spines, insects, etc. which will hurt him. If you hurt him you will lose your energy and the monster will come near him. He have to escape from these. To regain some energy, he will find some energy drinks lying on the ground, left by another traveller, who came before him. He picks them up and drinks it and regain your energy. His running distance will be displayed in score. The more you run, the more score you gain from others.

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 | Player | To run away from monster and avoid obstacles. |
| 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 | Spines | Work as obstacles |
| 2 | Boulders | Work as obstacles |
| 3 | Insects | Work as obstacles |
| 4 | Energy Drinks | Helps the Player to regain energy. |
| 5 | Monster | Try to catch the Player |
| 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.

How do you plan to make your game engaging?