Game Design Document

Fill up the following document

1. Write the title of your project.

Ghost runner

1. What is the goal of the game?

To get Ghoins

1. Write a brief story of your game.

So, There is a ghost called Ghostly.Jr. There will be ghost busters trying to catch Ghostly.Jr. He will try to collect as many Ghoins to unlock his friends in the Grim Shop. Ghostly has to finish all the levels to progress to different worlds and unlock different Ghosts using his time watch. He could also buy Goosts(boosts) if he wants to collect more ghoins, to run x2 faster and to double jump. He can buy goosts in the Goost shop. The goal is to find all the ghosts and save them from the ghost busters!

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Ghosty Jr | He is the starting character for the game. |
| 2 | Ghostly | He can collect x1.25 ghoins. |
| 3 | Frankestein | He is buffed with an extra life(he can only be collected by finishing the first world) |
| 4 | Cerberus | The guard dog of the underworld. He can collect x2.25 ghoins and has an extra life only if he collects 200 ghoins. |
| 5 | Beerus | The Master of Cerberus. He can collect 2.5x ghoins and has an extra life at the start |
| .6 | Hades | The god of the underworld. He can collect 3.5x ghoins and has 2 extra lives but to get him you need to complete the world. |
| 7 | Hydra | The 3 headed dragon who can grow his heads when cut. He can collect x4.5 ghoins and has an extra life. |
| 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.

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| Number | Character Name | What can this character do? |
| 1 | Rocks | Block the roads. |
| 2 | Missile | Cannot let the characters jump. |
| 3 | Tree | You should duck your character to progress. |
| 4 | Booby traps | Traps can spawn anywhere when you step on a pressure plate. |
| 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.



How do you plan to make your game engaging?

By adding Updates regularly for example new character, new worlds and boosts!