

Game Design Document

Fill up the Following document

1. Write the title of your project.

PENDULUM: The real runner

2. What is the goal of the game?

- (i) To collect coins as many as possible to increase the power.
- (ii) To face the problems(sticks) bravely.

3. Write a brief story of your game?

A character wants to collect the coins so as to increase its power but there are 2 villains named sticks, whenever the characters touch those sticks the power gets decremented .The character can easily collect coins by pressing space key and can move left and right by the arrow keys.

4. 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	Boy	The boy can jump and collect coins to

		increase its power
2	Girl	The girl can also jump and collect coins to increase its power

5. 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	sticks	The sticks move up and down and work as the obstacles ,if they are been touched by the characters, the characters lose their power
2	pendulum	They are just moving in the background
3	coins	The characters collect coins so as to increase their power...these coins are in moving state and we need to press space so as to collect them

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?

➔ This game is a kind of infinite runner game.

1. Using the coin count and power criteria the game can be made engaging.
2. There should be some goal where the character tries to reach.
3. There must be some obstacles to stop the player from reaching its goal.
4. Adaptivity must be added.
5. A good sound can be added.