

Game Design Document

Fill up the following document

- Write the title of your project.

Joman

- What is the goal of the game?

Survive as long as possible from the never tiring monster and gather money and gold along the way

- Write a brief story of your game.

Joman is the coolest man alive and nothing can stop him, he is superior than everyone else, but it's only until Joman met the mythical monster that can not be defeated. Before he enters his grave, he wants to get rich.

- 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

Joman

escape

2

3

4

5

6

7

8

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- 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?
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1		
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	“Big Monster”	chase down Joman
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2		
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	“Small Monster”	block Joman
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3		
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coins
adds score
4
gold
adds more score
5
ground
give platforms for Joman
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?

have a score system, and make everything faster as player progress