Game Design Document

Fill up the following document

1. Write the title of your project.

Rossy and her dog Bruno

1. What is the goal of the game?

Rossy has to reach her home

1. Write a brief story of your game.

Rossy live with her dog in a forest. One day she checks her food storage it is about to empty. So she went a nearest vegetable shop and bought some food for her dinner. When she checked the time it is almost 10PM. She shocked. Now she need to return to her house.

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 | Rossy | She can move according to arrow keys |
| 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 | Bruno(her pet) | He will follow rossy |
| 2 | Lion (enemy) | Try to Attack on rossy |
| 3 | Porcupine(enemy) | Try to Attack on rossy |
| 4 | Gorilla(enemy) | Try to Attack on rossy |
| 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?

I will add some hidden object to this game like food etc to boost rossy’s health.

# THANK YOU FOR READING THIS FORM

YOUR STUDENT SUSHIL.