

# Game Design Document

## Fill up the following document

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1. Write the title of your project.  
FRUIT NINJA.

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2. What is the goal of the game?  
It is for the knife to slash the fruits and avoid the monsters.

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3. Write a brief story of your game.

A witch caught a man and turned him into a knife. She said that he wants to escape the world, he has to slash all the fruits and avoid monsters.

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4. 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	knife	It slash the fruits into half
2		
3		
4		
5		
6		
7		
8		

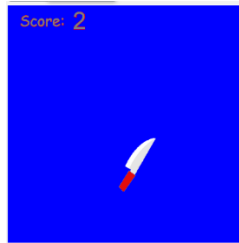
6. Which are the Non-Playing Characters of this game?

- 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	The fruits	They get spawned randomly and get slashed through the knife.
2	The monster	It gets spawned randomly and the knife should avoid it
3		
4		
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.



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How do you plan to make your game engaging?

I am going to add more fruits to appear randomly and make it harder for players to win the game.

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