Game Design Document

Fill up the following document

1. Write the title of your project.

Office runner

1. What is the goal of the game?

The goal of the game is to runn as far as possible without hitting the obstacles

1. Write a brief story of your game.

A buisness man is running late to work so he takes a short cut through a under construction road with obstacles

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 | The buisness man | He is the character the players plays as |
| 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 | Coins | They count twards your score |
| 2 | Obstacle 1 | You have to jump over it |
| 3 | Obstacle 2 | You have to jump over it |
| 4 | Energy bar | It increases your energy level |
| 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.

A picture containing text, antenna, linedrawing

Description automatically generated

How do you plan to make your game engaging?

The game will get faster and faster as the player goes and there will be more and more coins for a higher score.