

Game Design Document

Fill up the following document

1. Write the title of your project.

Airplane rider

2. What is the goal of the game?

The goal is that the player has to reach at the end crossing all the obstacles

3. Write a brief story of your game.

There is a plane flying normally suddenly reaches a place where it has to cross lot of obstacles without crashing and reach at the end

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 | airplane | Fly |
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |
| 6 | | |
| 7 | | |
| 8 | | |

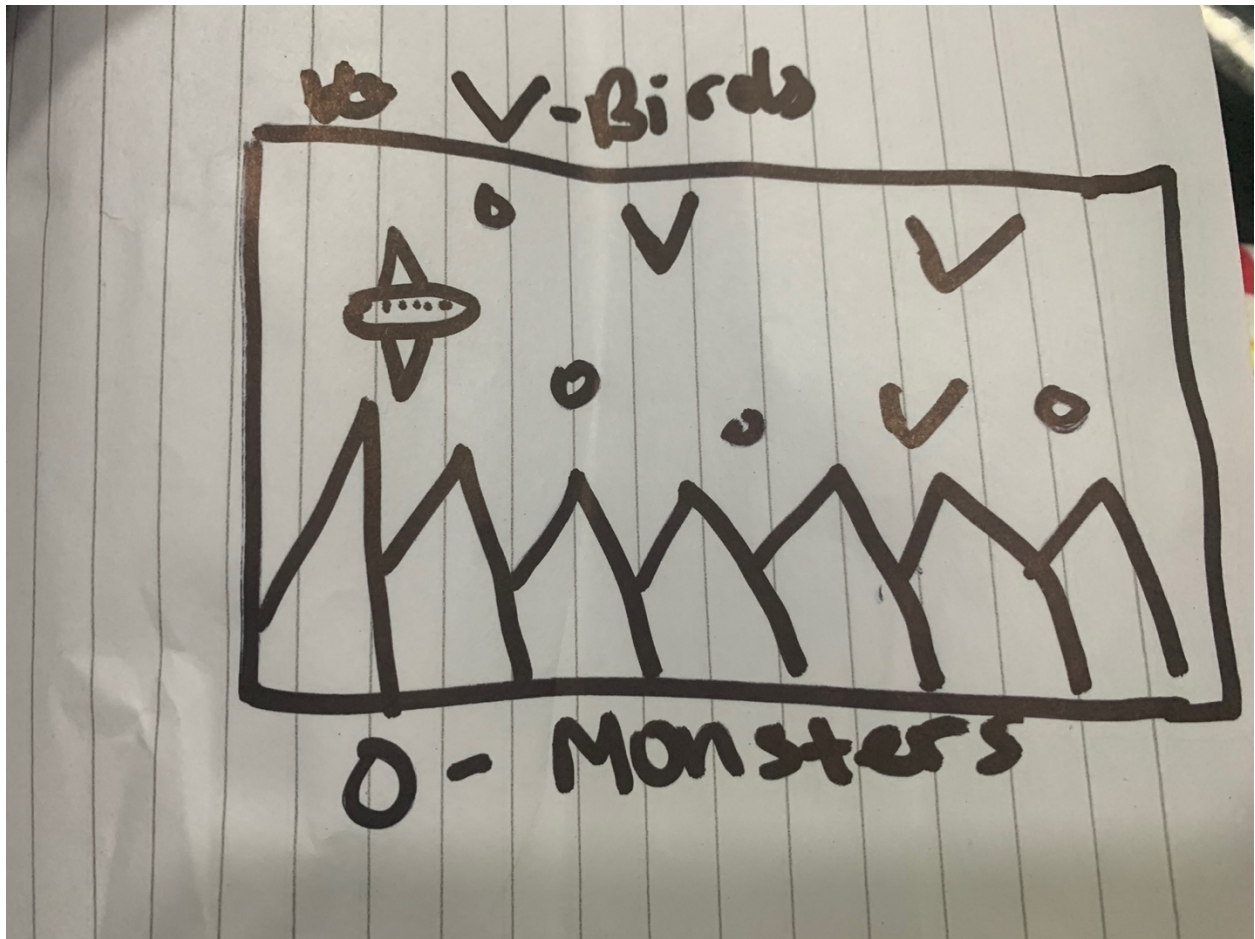
6. Which are the Non-Playing Characters of this game?

- 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 | Flying birds | Fly and come in the way of the plane |
| 2 | Flying monsters | Fly and try to destroy the plane |
| 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.



How do you plan to make your game engaging?

To make this game engaging I would like to add harder levels, new monsters, interesting images and more