

Game Design Document

Fill up the Following document

1. Write the title of your project.

Monkey Run

2. What is the goal of the game?

To avoid the obstacles and get as many coins as possible

3. Write a brief story of your game?

The monkey is trying to get as many coins as possible, however there are many obstacles the monkey must clear to avoid dying and keep on getting coins. The object of the game is to get as many coins as possible.

4. Which are the playing characters of this game?

- Playing characters are the ones which 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	Monkey Runner	Run, Jump, collect coins
2		
3		
4		
5		
6		
7		
8		

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

- Non Playing characters are the ones which don't have an action or a behaviour 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	Be collected
2	Rock	Stop the monkey
3	Quicksand	Stop the monkey
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 scenes of the game to show each of the playing and non-playing characters at least once.



In the game the characters will not have the different backgrounds. Unfortunately because to how I had to draw this the pictures ended up like this.

How do you plan to make your game engaging?

As the game progresses there will be more obstacles and coins. Everything will move faster and there will be more alternate paths.