Game Design Document

Fill up the following document

* Write the title of your project.

Mario the runner

* What is the goal of the game?

to try to get as high of a score as possible

* Write a brief story of your game.

Mario is trying to test his abilities so he goes into a training room where he practices his dodgining abilities. He has to avoid obstacles so he can a high score.

* 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 | Mario | He is the main character and is trying to avoid the obstacles |
| 2 | goomba | he is one of the obstacles |
| 3 | turtle | he is a also one of the obstacles |
| 4 | frieza | he is one of the obstacles |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | clouds | they are their for display |
| 2 |  |  |
| 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?

By making the game go faster as time progresses