Game Design Document

Fill up the following document

1. Write the title of your project.

Ans) Marathon runner game.

1. What is the goal of the game?

Ans) The goal of the game is to not let the marathon runner touch any obstacle.

1. Write a brief story of your game.

Ans) A marathon runner has challenged to cross the Sahara desert but he encountered a number of obstacles. Help him to dodge the obstacles in this infinite runer game.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Marathon Runner | Jump by pressing the space key |

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.

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| Number | Character Name | What can this character do? |
| 1 | Cactus | Act as an obstacle for the player |
| 2 | Spider | Act as an obstacle for the player |
| 3 | Scorpion | Act as an obstacle for the player |
| 4 | Rock | Act as an obstacle for the player |
| 5 | Snake | Act as an obstacle for the player |
| 6 | Desert Lizard | Act as an obstacle for the player |

How do you plan to make your game engaging?

Ans) My game is engaging because it requires agility to help the player dodge the obstacles.

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