Game Design Document Fill up the Following document

1. Write the title of your project.

Ans:- Ruby And The ButterFly

2. What is the goal of the game?

Ans:- To collect butterflies as much as you can!

3. Write a brief story of your game?

Ans:- Ruby is a little girl. She loves butterflies very much. In her

Grandmothers house's garden which is in the village there are soo many

Butterflies, she went to her grandmother's to see and catch the butterflies.

Help her collect the butterflies as much as you can. But she has to be very carefull because there are so many big honey bees over there too..!

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 | Girl Ruby | She can jump and catch the butterflies |
| 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 | Butterflies | These can fly and attract little children like Ruby |
| 2 | Honey Bees | These can bite the player(Ruby) and can make her injured |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

There is a big garden beautiful trees and flowers and blue sky in which a

little girl named Ruby is running and Jumping and trying to catch all the butter flies.. But by mistake she got stinged by the bee. The bee is very dangerous

How do you plan to make your game engaging?

I am planning to make my game engaging by adding 2 to 3 types of butterflies and one type of bee so that the player will find it interesting and kept on playing.