

Game Design Document

1. Write the title of your project.

Giant Run

2. What is the goal of the game?

The goal is to avoid the obstacles and run

3. Write a brief story of your game.

There is a giant who wants to go to his house. But he encounters numerous of human houses and doesn't want to hurt the humans. So the giant jumps over the small houses to reach his house.

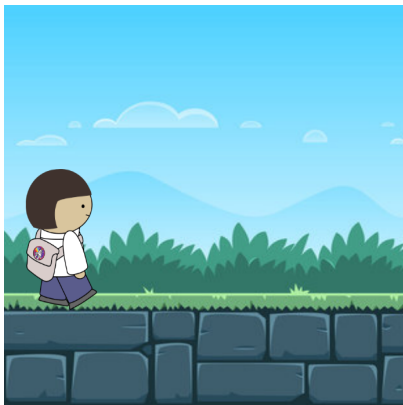
4. Which are the playing characters of this game?

Giant

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

Houses

6. Draw your imagination of this game. What does this game look like?



7. How do you plan to make your game engaging?

The speed of the game increases as the score increases. The players are engaged by making them play each time to get the high score.