Game Design Document

Fill up the following document

1. Write the title of your project.

Raining Tacos (A simple game with lots of lore).

1. What is the goal of the game?

Collect as many tacos as you can before you’re life meter runs out.

1. Write a brief story of your game.

A simple young boy wishes to achieve something greater, far greater than the average heights that men achieve so long ago. His imagination continues to grow wild as memories and dreams of his favorite food came to become a weather and eventually his dreams became a reality. As soon as he saw tacos rain from the sky, he knew it was time. The wait is finally over…

It is time….

Note: While this game is simple, it is plan to have lore sprinkled throughout this simple game. We will probably use flavor text

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Boy | He will be able to move throughout the level of the computer screen |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Tacos | Currency to prove one’s worth |
| 2 | Nachos | Currency to prove one’s worth |
| 3 | Burger | Currency to prove one’s worth |
| 4 | Bomb | Damages your life by 1. |
| 5 | Red Crystal | Restore 1 life |
| 6 | Purple Diamond | Increase max life by 1. |
| 7 | Candy Star & Blue Star | Candy Star: makes you faster for 10 seconds but you recieve a debuff that will slow you down for 5 seconds  Blue Star: can be used to create a shield (1 star = 1 shield) |
| 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.

Up left on the corner of their screen will show how much HP and Shield will show.

How do you plan to make your game engaging?

Each time the player dies, they will have to restart, but the treasures they have claimed, such as the purple diamond and blue star, can be used to upgrade their HP and Shield to aid them in their next run. Every time the player dies they will unlock small tidbits of information on the world around as well as the reason behind the food weather.