Game Design Document

Fill up the following document

1. Write the title of your project.

The Infinite Runner game

1. What is the goal of the game?

To go as far as possible

1. Write a brief story of your game.

It is an infinite runner game where an animal runs infinetely and obstacles appears in between and the animal jumps over the obstacles and goes as far as possible.The rules are simple, the animal should jump when an obstacle comes in infront. At the start the animal runs slowely., as the score increases , the animal runs faster. The score increses every second as long the animal is alive. If the animal collides with any obstacle, the game ends. The animal is the PC and the ground, obstacles, background are the NPCs. The player can control the animal with their space bar key and up arrow key, when they press them, the animal jumps.

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 |  |  |
| 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 |  |  |
| 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?