

Game Design Document
Fill up the Following document

1. Write the title of your project.

Grapling Hanger.

2. What is the goal of the game?

The player must hang over the random spawning boxes to score points.

3. Write a brief story of your game?

The player is stuck on a small island surrounded by lava all over him. He must grapple along the particles and avoid the red particles to score points.

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	Square	Grapple along the particles to score points
2	Na	Na
3	Na	Na
4	Na	Na
5	Na	Na
6	Na	Na
7	Na	Na
8	Na	Na

5.

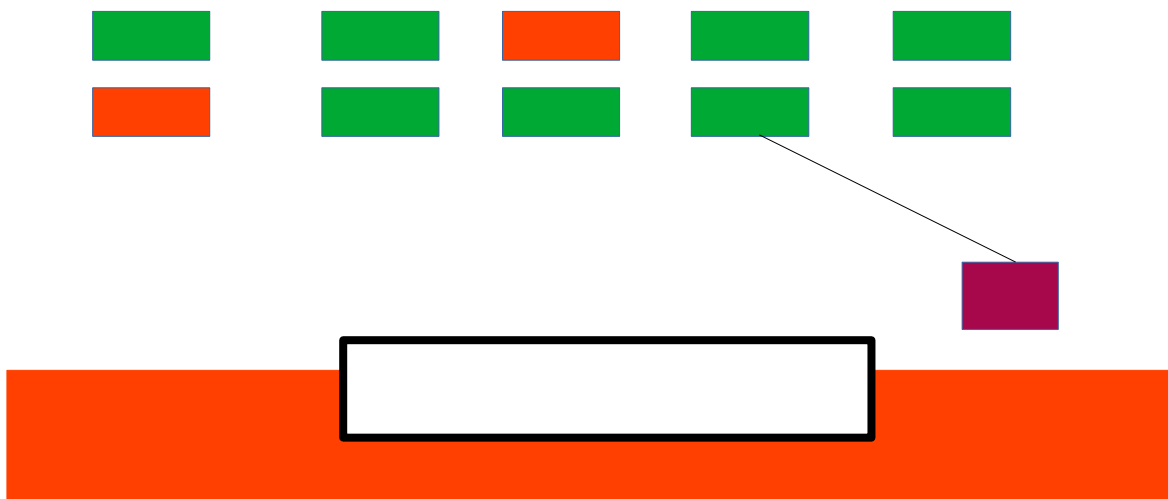
6. Which are the Non Playing Characters of this game?

- 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	Lava	Burn the square to death.
2	Obstacle particles	Instantly kill the square.
3	Na	Na
4	Na	Na
5	Na	Na
6	Na	Na
7	Na	Na
8	Na	Na

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.



How do you plan to make your game engaging?

By adding sounds, making interesting levels, increasing the speed with

scores and time. etc
