Game Design Document

Fill up the Following document

• Write the title of your project.

RUNthumbore

• What is the goal of the game?

reach the escape vehicle under the time limit and avoid the bullets and the traffic, stay away from the police

• Write a brief story of your game?

you are a thief and you broke out of the prison but the police is behind you (they have many weapons)

there is an escape vehicle waiting for you (you don't have much time as they will leave after some minutes)

there are many roads in front of you with a lot of traffic (he can trade points with jetpacks)

• 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?

1thief

blackout

jump, run left, run right,use the jetpack,shoot the police

2

3

4

5

6

7

8

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• 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?

1police

t0pc0p

shoot the thief ,avoid bullets,cross huddles

2driver

hardDRIVE

drive the escape vechile

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.

How do you plan to make your game engaging?

by adding sounds and animations, an interesting story