Game Design Document

Fill up the Following document

1. Write the title of your project.

The Title of my game is “A Friend’s Challenge”.

1. What is the goal of the game?

The goal of the game is to exceed your friend’s expectations.

1. Write a brief story of your game?

One day, your friend sits you down and introduces you to a game.

He tells you that the game may look easy, but he has never gotten

more than 4200. Your friend then says “No way you can beat that.”

You, being determined, want to surprise him. You accept his challenge.

1. 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 | Player | This character can jump, so that it dodges obstacles. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | Stone | If this character touches the player, the game ends. |
| 2 | Speed up | If this character touches the player, the player earns +200 in score. |
| 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.

I want my game to have images for the characters. I also want my game

To have a feature where the more points you get, the appearance of the

Player changes.

How do you plan to make your game engaging?

I plan to make my game engaging by adding things to it as I create.

For now, I have messages at the top of the screen. Those messages are

Your friend talking to you as you play. At first, he will tell you how hard the

Game is, putting pressure on you. But once you succeed he’ll cheer you

on.