Game Design Document

Fill up the following document

1. Write the title of your project.

Tickel Your Brain

1. What is the goal of the game?

The goal of the game is to improve your knowledge . This.game would give you some information which may help you. This game also has mathematical questions and some easy questions as if the player won’t be able to answer the brain tickling questions he would be able to do some questions right, we don’t want to dissappoint our user .

1. Write a brief story of your game.

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 | Answers | Tell the player if they are right or wrong |
| 2 | questions | Ask a question to theplayer which he may answer. |
| 3 | Answer options | The will be be four or more options from which there will be ine correct option which the user has to answer. |
| 4 | Next\_button | Redirects the user to the next question. |
| 5 | Result\_button | Shows the user where he went wrong or correct. |
| 6 | Again\_button | This button lets the user play again. |
| 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 |  |  |

This would be a quiz game which won’t have characters.

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.

There will be a few questions . You will have four questions and one of them wolud be the right answer. The questions wont be easy. You could get mathematical questions,general knowledge questions, some facts, etc.

How do you plan to make your game engaging?

To make a game engaging it has got to be intresting. So, if you make a game that is not intesting it won’t be popular. To make my game intresting I’m oing to add some questions that are gonna tickle your brain ans ansand make you think which colud be the right answer. This would help you to increase your general knowledge .