Game Design Document

Fill up the Following document

* Write the title of your project.

CATCH the THIEF

* What is the goal of the game?

grab all the money falling from the thief

* Write a brief story of your game?

The state bank has been robbed!!! And now the police(the player) has to follow him and catch him.but there are vehicles many obstacles,so beware...And,while the thief runs,the money is falling from his bag.So,we have to grab that to.

* 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 | police | The player can control his movement to the sides |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Thief | He runs away from the police |
| 2 | vehicles | they are the obstacles |
| 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?

After every 100 frames the gamespeed increases and I would also love to give some powerups to the police.(to make it even)