Game Design Document

Fill up the Following document

1. Write the title of your project.

1. What is the goal of the game?

To eat all the coins **;**

1. Write a brief story of your game?

The Bunny have to eat the coins to live and increase it’s strenght and height.

But if the bunny touches the lava it’s life would be finished.

When the bunny eat’s 10 coins the game ended and bunny wins. But

if it touches the lava the game ended with bunny’s lose.

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, dinosaurs, wizards etc. are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Bunny | Run,Walk,Jump |
| 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 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 | Coins | Nothing |
| 2 | Lava | Can kill bunny |
| 3 | box | Nothing |
| 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.

**Ok**

How do you plan to make your game engaging?

By adding a score system.