Game Design Document

Fill up the Following document

1. Write the title of your project.

The Bunny

1. What is the goal of the game?

To eat all the coins **and go to market place to sell carrots.**

1. Write a brief story of your game?

There is a Bunny

who wants has to travel a long distance

from farm to market for selling. Every day he has been going through

a bridge. But the bridge is destroyed by lava today and bunny

have to go to market. You have to help him to go to the market. Make a game so that you can help the bunny to go to the market to sell the carrots.

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, Eat coins. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 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 | Coins | Nothing |
| 2 | Lava | Can kill bunny |
| 3 | Box | can move from one place to another. |
| 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.

**On computer**

How do you plan to make your game engaging?

By adding a scoring system.