Game Design Document Fill up the following document

1. Write the title of your project.

The title is infinite run with joe

1. What is the goal of the game?

the goal of the game is to dodge the obstacles and take the coins on the way

1. Write a brief story of your game.

Joe is a boy who wants to find treasure and has to face challenges to get it which are the obstacles and the coins are treasures.

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.

joe

move left and right

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 |  |  |
| 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.

obstacles(ghost)

randomly spawns

coins

gives treasures

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 |  |  |
| 2 |  |  |
| 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 the game scenes to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

i plan on making the game engaging by adding coins and obstacles and a good spooky background the coins will motivate the player to keep going.