Game Design Document

Fill up the Following document

1. Write the title of your project.

**Let’s get moving!**

1. What is the goal of the game?

**The player must copy the instructor and choose the correct exercise that is performed by the instructor.**

1. Write a brief story of your game?

**… is tired of sitting at home, so she decides to go to the gym. At the gym, there is an instructor who is asking people to copy the exercises she is doing. Every time … does 10 movements correct in a row, 10 seconds, the instructor will perform the exercises slower for the next 3 rounds so … can follow and she will get an additional 5 seconds. Help … follow the instructor and let’s get moving with …!**

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

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | … | **Preform exercises** |
| 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 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 | … | **Preform exercises** |
| 2 | **timer** | **Displays the amount of time the player has left** |
| 3 | **Water bottle** | **Displays the number of exercises that the instructor will perform slowly** |
| 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.

**The background will be at a gym. There will be a timer at the top right of the screen. At the bottom, there will be the options the player gets to choose from (the options will be the exercises that the instructor tells the player which one to do). Around the middle left, there will be the instructor who will perform the exercises. Around the center / middle right will be … When the player receives a water bottle, it will appear at the top right**

How do you plan to make your game engaging?

**There will be a timer and a reward to engage the player. Hopefully, by watching … exercise, the player will want to exercise with her.**