Game Design Document

Fill up the Following document

1. Write the title of your project.

Jennifer’s School Bag

1. What is the goal of the game?

To collect the school supplies only and escape the electronics.

1. Write a brief story of your game?

Jennifer’s alarm rang at 6 am and she hit the snooze button till it was 7 am. And then she finally made up her mind and jumped out of bed at 7:30 am. She knew she was late for school, so she quickly got ready. When she went to get her school bag, she saw that her school bag wasn’t packed yet.

Help Jennifer pack her school bag, but remember she cannot take her electronics with her!

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 | Jennifer (the kid) | She can move with the arrow keys. |
| 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 | Books | Earn the kid points |
| 2 | Crayons | Earn the kid points |
| 3 | Backpack | Earn the kid points |
| 4 | Water bottle | Earn the kid points |
| 5 | Computer | End the game |
| 6 | Mobile phone | End the game |
| 7 | Digital camera | End the game |
| 8 | Headphones | End the game |

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?

I plan to make my game engaging by encouraging the audience to keep going by rewarding them on collecting any school supplies.