Game Design Document

Fill up the following document

• Write the title of your project.

Jungle Runner

• What is the goal of the game?

To see which player will get the farthest distance. The player with the farthest distance will win the game.

• Write a brief story of your game.

It is about two players competing in a jungle by trying to run the farthest. The person who runs the farthest will win and they will dodge these obstacles to not die.

• 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.

Number

Character Name

What can this character do?

1

Player1

One of the competitors for the runner game

2

Player2

The other competitor for this running game

3

4

5

6

7

8

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• 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

Background

Display the background view

2

Bush

Will be on of the obstacles to try to defeat the player.

3

Rocks

Will be one of the obstacles to try to defeat the player.

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.

These are showed on the other document I shared on the BYJUS.

https://docs.google.com/presentation/d/1hWmkw6eg-jm5yGscN4eSmGPNyyjoXVFLIOmd2DEDOkU/ edit#slide=id.p

How do you plan to make your game engaging?

This game will be engaging as it is a way to compete with your friend in a two player game and see who will get the farthest amount to win the game. This game can vary a lot whether you dodge the obstacles or not, which will make it very fun.