Game Design Document

Fill up the following document

• Write the title of your project.

Scary bear

• What is the goal of the game?

To reach 200,000,000 points

• Write a brief story of your game.

There is this bear that is chasing you and you have to survive for 48hrs

• 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.

• scary bear, Tim, ghouls, are the playing characters in the game.

Number

Character Name

What can this character do?

1

Tim

Can run

2

Bear

Can enlarge, run

3

Enemies

Can hurt you

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

Enemies

Can hurt you

2

Fruit

Can boost your health

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?

By making it as scary as possible