**Game Design Document**

**Fill up the Following document**

1. **Write the title of your project.**

**Car Racing Game.**

1. **What is the goal of the game?**

**We have to save the player car from opposite / non player cars.**

1. **Write a brief story of your game?**

**We have to move the car continuously with arrow keys and save player car from non player cars. If player car touches non player cars the game will end.**

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** |  |  |
| **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** |  |  |
| **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 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?**