Game Design Document

Fill up the following document

1. Write the title of your project.

* A girl jumping high and trying to catch butterflies.

1. What is the goal of the game?

The goal of the project is to catch the butterflies

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1. Write a brief story of your game.

* In this game there is a girl with a net to catch the butterflies.we should click space button to jump and catch the butterflies.if you catch a butterfly the score will increase. And there are some more interesting things to happen like sound effects etc. A girl jumping high and trying to catch butterflies.

1. 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 | girl | The girl can catch the butterflies |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |