Game Design Document

Fill up the following document

* Write the title of your project.

Jungle Run

* What is the goal of the game?

The goal of the game is to reach the treasure.

* Write a brief story of your game.

There is a boy. He is in the jungle. He is looking for treasure. He has to face many obstacles in order to reach his treasure. As the game goes on, the obstacles become more challenging. If he hits the bricks, which are the obstacles, animals will be spawned. They will chase him. If he runs fast enough and beats the obstacles, he will survive this.

* 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.

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| Number | Character Name | What can this character do? |
| 1 | Boy Runner | He can run, jump and roll under |

* 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.

|  |  |  |
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| 2 | Turtle | Can chase the boy |
| 3 | Bear | Can chase the boy |
| 4 | Deer | Can chase the boy |
| 5 | Giraffe | Can chase the boy |
| 6 | Elephant | Can chase the boy |
| 7 | Lion | Can chase the boy |
| 8 | Zebra | Can chase the boy |

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?