Game Design Document

Fill up the following document

1. Write the title of your project.
2. What is the goal of the game?

Collect as much food and increase the length of the snake as much as possible.

1. Write a brief story of your game.

The game is very involving. The story is implied to collect the fruits/food

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 | Snake | This character can move on the entire 2d plane axis at a constant speed. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | Boundaries | Serves as a border that obstructs the snake from traversing outside the playing region |
| 2 | Snake body | Prevents the snake from overlapping itself. Adds a game element which increases difficulty |
| 3 | Food | The goal of the game is to collect food. Food helps grow the snake by 1 unit at a time. |
| 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?

I plan on making this game more engaging by adding different aspects and obstructions in the game such as the rule where the snake cannot overlap itself. The game can also be more engaging because of the motivation to beat your own high score.