Game Design Document

Fill up the Following document

1. Write the title of your project.

Duck and dive.

1. What is the goal of the game?

To be able to beat the score while dodging the rocks and jumping the objects

1. Write a brief story of your game?

A boy wants treasure and has to get to the end of the tomb he has it thrown down but has to doge the rocks and if he gets enough andhe wins.

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 | boy | Can jump |
| 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 | rock | End the game |
| 2 | Dimond | Give points |
| 3 | obstacle | Endgame |
| 4 | gold | Give points |
| 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.

It is a tomb and it like treasure falling from three with diamonds and stones.

How do you plan to make your game engaging?

I plan to make it engaging by starting I easy and by making the game go faster also having a goal in mind and multiple challenges.