

# Game Design Document

## Fill up the following document

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1. Write the title of your project.

Beat A Hasty Retreat

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2. What is the goal of the game?

The goal in this game will be to be safe from the ghosts, reach to the finish point by gaining points by eating food and answer the question raised.

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3. Write a brief story of your game.

Jack loves playing games (especially in which he has to be safe from ghosts), but his parents like him to play reasoning games, so Jack is searching for a game that contains both things.

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4. 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	Jack	He is the main character. His role is to be safe from the ghosts, collect and eat food and solve the quizzes!
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3		
4		
5		
6		
7		
8		

6. 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	Ghosts	They will be the enemies to Jack, who are trying to kill him. If they touch him the game would end.
2	Food	If Jack will eat a basket of food, he will get fat and if he will eat only single food, his height will increase.
3	Bomb	The bomb has the role of decreasing points. If Jack will touch the bomb, his points will decrease.
4	The Quiz Button	When Jack touches the button a quiz would appear.
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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.

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How do you plan to make your game engaging?

As many parents think that their children are wasting time playing games. This is the game which they allow. This game will have challenges that will make it engaging and it will also have quizzes in between so that the parents also don't have any problems. In this game, Jack has to collect food and be safe from the ghosts. If he will eat a basket of food, he will get fat and if he will eat only single food, his height will increase. Plus, the score would also increase. If the ghosts will touch him and vica versa, the game would get over. There would be some bombs and if he touches them the score would decrease. I will also add sound to the game.

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