Game Design Document

Fill up the Following document

1. Write the title of your project.

Make way for chubby

1. What is the goal of the game?

The bear called chubby has to collect as many honeycombs as he can.

1. Write a brief story of your game?

It is based in a scene of jungle where a hungry bear called “chubby” is in search of honeycombs. He has to collect them dodging the bees which are guarding the honeycombs.

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

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Chubby | He is the main character can move with arrows and jump |
| 2 | Honey bees | obstacles |
| 3 | Power ups | award |
| 4 | honeycombs | award |

How do you plan to make your game engaging?

We are going to make it in p5 editor. We can create sprites, interesting animations, colorful background and the game is totally fun and engaging as it has a real life scenario involving a great story, obstacles, feedback, adaptivity and balance.

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.

