Game Design Document

Fill up the following document

1. Write the title of your project.

Robot Obstacle Course

1. What is the goal of the game?

To manuever around the obstacles without dying

1. Write a brief story of your game.

Eco Solutions has come up with their new tree planter robot, but cant find someone to control it.

So, they are holding a competition to see who can maneuver the bot

the best in a simulation obstacle course

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 | Robot1 | Move in all directions using keyEvents |
| 2 | Robot2 | Move in all directions using keyevents |
| 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 | Power Coin | Will be collected when user touches it. |
| 2 | Charging station | Will increase user’s health if user |
| 3 | Hurdles | When in contact of user will decrease health |
| 4 | Water puddle | Will totally kill user when rouched |
| 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.

The game will be set in the laboratory of eco solutions and will have two different tracks with two different robots. Each track will have the same layout of obstacles to make a fair game. In the background there will also be a robotic music, and when the robot touches water their will be a power down sound. But when the robot touches the charging station there will be power up.

How do you plan to make your game engaging?

By having life bars, and a huge amount of obstacles to keep the user on their toes. I will also have a coin-score mechanism to give the user feedback on their progress.