Game Design Document

Fill up the Following document

* Write the title of your project.

\*Adventure Run\*

* What is the goal of the game?

Reach the end and get master sword to defeat the evil.

"For more info check the Story Section"

* Write a brief story of your game?

Once upon a time there was a swordsman, named Sakurai. He lived in Kasukabe, a village in Japan. Kasukabe was a beautiful village with lot of greenary and many friendly creatures like cows, goats, rabbits, deer, squirrels etc.

One day some evil people attacked the village and looted the villagers. Sukarai became angry when he heard this. He went to his master to seek his help. Master told him that in order to save his village, he had to get a sacred sword from a cave which was in the middle of the forest. But he had to face many hirdles before reaching the cave. If he succeeds in getting the sword he would become immortal.

* 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 | Sakurai | moves with the help of up,down,right,left arrow. |

* 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 | Obstacles | Spawn randomly in the ground. |
| 2 | Sacred Sword | When the character get this sword He/She Won the game |
| 3 | Background | helps to make game intersting. |

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.



How do you plan to make your game engaging?

1.By using interesting and colourful animation .

2.By using sound effect so the player remains connected with the game.