Game Design Document

Fill up the following document

1. Write the title of your project.

Mario game

1. What is the goal of the game?

Mario needs to jump the obstacles and complete the level

1. Write a brief story of your game.

Mario the hero of the game needs to jump through all the obstacles on the way and needs to pass different levels

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 | mario | The hero of the game |
| 2 | cactus | Make the hero loose the life |
| 3 | bricks | Makes mario score |
| 4 | reset | Button of the game make the character to start all over again |
| 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 | Obstacles- cactus | Make mario end his life |
| 2 | bricks | Makes mario score |
| 3 |  |  |
| 4 |  |  |
| 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.

How do you plan to make your game engaging?

We add sounds and increase the speed of the game as the game progresses