Game Design Document

Fill up the Following document

* Write the title of your project.

Lava Run

* What is the goal of the game?

Get to the end of all the levels to uncover the treasure

* Write a brief story of your game?

You are a thrill seaking adventurer who wonders the world looking for treasure One day when you are looking throught the ruins of the [insert an acient civilisations here] you find an acient underground liar and a map to find the treasure in it

* 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 | Alex Antony | he is the playing character |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Nephilim | It has a melle attack that does high damage |
| 2 | Djinni | It shoots lost of balls of fire that are hard to avoid |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.



something like this get under ground

How do you plan to make your game engaging?

I plan on making my game engaging by