Game Design Document

Fill up the following document

1. Write the title of your project.

MOTU THE SAMOSA LOVER

1. What is the goal of the game?

If motu will eat 50 samosa the game will be changed to win state

1. Write a brief story of your game.

The game will start from the main playing character motu will run in the game there will be a samosa as a score booster if motu will touch/eat the samosa the score will increase by 5 and there will be an obstacle also john and when motu touches it the life will decrease by 1 and also when motu will eat 20 samosa the game will be changed to win state .

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 | motu | This character will run in the game it will be the main playing character in this game |
| 2 |  |  |
| 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 | samosa | This will be like a score booster if motu touch it the score will increase |
| 2 | John | This will be like a obstacle if motu touch it the game will over |
| 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.

The game will have the scene like roadside .and the player can play the game only on computer

the design of the game will be on visual studio code

How do you plan to make your game engaging?

By adding more speed to the game we can make the game more engaging