

## Game Design Document

Fill up the following document

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1. Write the title of your project.

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2. What is the goal of the game?

Collect the Star with the cube by facing some crazy Enemies and Annoying Gravity

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3. Write a brief story of your game.

In the Game you will have three buttons to move(Left, Right) and Jump. You will have to use the Buttons to move the Cube(Player) and Collect the Star to complete the level. Each Level get harder and harder.

But it maybe not easy as it Sounds, Cause you got the Gravity as your Enemy. You will have to face it and move forward and collect the star.

And that's not it, you also got some Crazy Villains waiting for you to lose the game. You could explore different Villains according to the Level you play.

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4. 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	Cube	Jump, Move Horizontally
2		
3		
4		
5		
6		
7		
8		

## 5. Which are the Non-Playing Characters of this game?

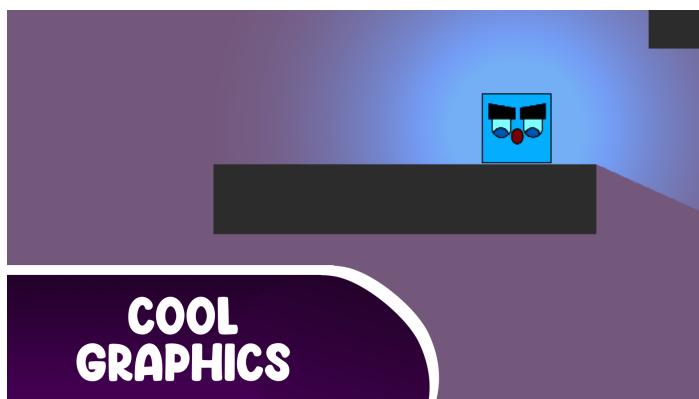
- Non-Playing characters are the ones that don't have an action or behavior when the user interacts with the game.
- Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

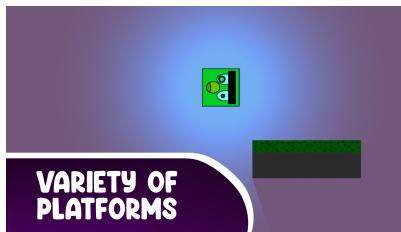
Number	Character Name	What can this character do?
1	Red Ball Enemy	Try to push the cube from the platform
2	Electric Canons	Fires Heavy Physics Bullets toward Player
3		
4		
5		
6		
7		
8		

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?

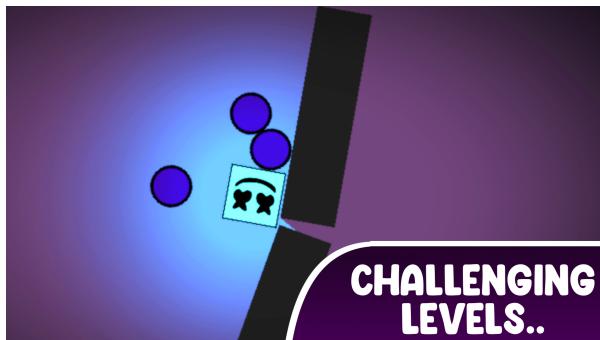




TRY OUT  
DIFFERENT SKINS



DEADLY  
ENEMIES



CHALLENGING  
LEVELS..

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EASY  
CONTRO