Game Design Document

Fill up the following document

1. Write the title of your project.

Art runner

1. What is the goal of the game?

To reach to the canvas

1. Write a brief story of your game.

Lucifer is a sketch artist. One day she went to her friend house and she found that her

friend also draws very beautifuly. She thinks for a competition between her and her

friend. She came back home and build an art runner.

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 | Player 1 | run |
| 2 | Player 2 | run |
| 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 | Paper ball | Nothing,as obstacles |
| 2 | Broken pencil | Nothing,as obstacles |
| 3 | pencil | Nothing,as fuel |
| 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?

By adding attracting images and making not to easy or not to hard.