Game Design Document
Fill up the following document

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1. Write the title of your project.

Dorest

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2. What is the goal of the game?
   To reach home (safety)

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3. Write a brief story of your game.
   A man was walking in a forest and he saw a dog. He wanted to go pet it but was way to afraid. It was a good choice but not a good choice for him to run. He ran away from the dog, and the dog being curious saw him and started to chase him. The man started running even faster and that is the story.

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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	The humans	Can use the arrow keys to run away and use powerups

6. 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	The dog	Can bite the boy
2	The ground	Useful to the boy
3	Obstacles	Hurtful to the boy
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.

A forest and a neighborhood

How do you plan to make your game engaging?

Adding different parts that will make the game a little scary and a little bit more engaging