Game Design Document

Fill up the following document

1. Write the title of your project.

RUN

1. What is the goal of the game?

Save your life from the monster

1. Write a brief story of your game.

This is a multiplayer game. Inthis game there are 2 players, in which it is like a race in that 1player have to run faster than the other player and there will be a monster to catch them and if the monster catches 1 player then the other player will win.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Jake | It has its own fix velocity and as the time passes the speed is increasing. The character can jump, move right and left with the finger movement and it will collect some points and bonuses in its path. |
| 2 | Robert | It has its own fix velocity and as the time passes the speed is increasing. The character can jump, move right and left with the finger movement and it will collect some points and bonuses in its path. |
| 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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Monster | It is a NPC player so it will come whenever the PC players will touch the hurdles and it will catch them and the game will end and the other player will win. |
| 2 | Hurdles:- Big Stones, broken trees, dustbin |  |
| 3 | Boosters:- Coins, Magnet , Diamonds |  |
| 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.

And there will be sound when the players touches the hurdles and also there will be sound when it collects coins and diamonds. And after winning there will be Leaderboard shown for the players to see their collected coins.

How do you plan to make your game engaging?