Game Design Document

Fill up the following document

1. Write the title of your project.

Marathon runner game

1. What is the goal of the game?

Goal of the game is to show that how much energy u need to run a marathon

1. Write a brief story of your game.

A white boy is inspired by usain bolt. He tries to take part in his first marathon but he comes last. He falls in depression. So he searches for some games to divert his mind but he doesn’t find any games related to a marathon. So he decides to make his own game. In which after every 100 steps, u will get a chance to drink water and power up your energy. As he/she drinks more water, he speeds up but when his/her energy comes below than 50%, he/she becomes to slow down.

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 | James william | Run  Drinks water to power up its energy |
| 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 | Water bottles | Helpes the runner to maintain its energy |
| 2 | Finish line | Shows that u have won the marathon |
| 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?

by giving rewards, levels and increasing speed of the field as player goes to higher levels