

Game Design Document
Fill up the following document

1. Write the title of your project.

My mouse game

2. What is the goal of the game?

You have to catch the mouse helping by cheese

3. Write a brief story of your game.

Anita hates mouse's because the mouse cut all her dresses, you have to help her to catch all the mouse

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	mouse	It will run to catch the cheese
2		
3		
4		
5		
6		
7		
8		

5.

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	cheese	It will be the mouse food to attract the mouse in the mouse catcher
2	Obstacle	To make the game more enjoyable and adventures
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?

I will make my game more engaging by adding more speed in the middle of the game,adding 3 lifes in the game,rewards,leaderboard,gameover animation,sweet alert when you will,multiplayer game ,etc
