Game Design Document

Fill up the following document

1. Write the title of your project.

Banana kong

1. What is the goal of the game?

Collect the highest bananas

1. Write a brief story of your game.

In the forest kong will collect all bananas and it will make highest score

.And it will some speed boost and the charaters are cheetha and wildpig and bird.

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 | kong | It will collect bananas |
| 2 | cheetha | It will help to kong to run speed |
| 3 | Wild pig | It will the kong will the kong is in the undergroud |
| 4 | bird | It will help to fly in sky |
| 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 | bananas | They will try to crush the kong |
| 2 | trees | Trees will help the kong to climb |
| 3 | stones | Stones will not let go the kong |
| 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.

Kong jumps and colects the bananas

How do you plan to make your game engaging?

I will make it engaging with giving new updates