Game Design Document

Fill up the Following document

1. Write the title of your project.

The adventures of Dino the Dinosaur

1. What is the goal of the game?

Getting Dino to his home by helping him dodge obstacles and much more.

1. Write a brief story of your game?

Dino is on his way home where in he will have to face many obstacles. Dino has to dodge the obstacles with only 5 lives. Also Dino is a very lazy dinosaur, who will need plenty of food and water on his way home.

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Dino | Move right, jump, bend |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Obstacles | Makes Dino’s way home adventures. |
| 2 | Man | Try to kill Dino |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

This game will be made engaging by giving Dino a total of 5 lives plus on his way home he will get first aid and sheild. It will also be very adventures with the help of the obstacles etc.