Game Design Document

Fill up the following document

* Write the title of your project.

make your own game 1

* What is the goal of the game?

the goal is we should jump above the obstacles and collect doracakes.

* Write a brief story of your game.

the story of this game is nobita has brought doracakes for doraemon. doraemon likes doracakes so we should save the doracakes from rats and we should collect the cakes by pressing space key so the character (doraemon) should jump over the rats.

* 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 | doraemon | jump over obstacles and collect reward which are doracakes. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | hurdles | they will come randomly |
| 2 | rats | they will come randomly |
| 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 add background images and if i can I will make a option to choose the character you want to play with.