

Game Design Document

Fill up the following document

1. Write the title of your project.

Minman Game

2. What is the goal of the game?

Minman collect the coins and booster coins

3. Write a brief story of your game.

Is a Minman. His job is to get coins. Which happens to be police.
He

should catch Minman. The first 5 seconds does not hold the
policeman to the Minman. Later, the person who used

to be a Minman used to take coins. In between, the use of booster
coin means that the Minman can eat the polic

e for only 15 seconds.

Once you press the arrow key, the Minman auto mentic moves
across the line. Minman has 3 lifelines. When

Minman loses for the first time, the game starts right there.

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	Minman	collect Coins
2		
3		
4		
5		
6		
7		
8		

6. Which are the Non-Playing Characters of this game?

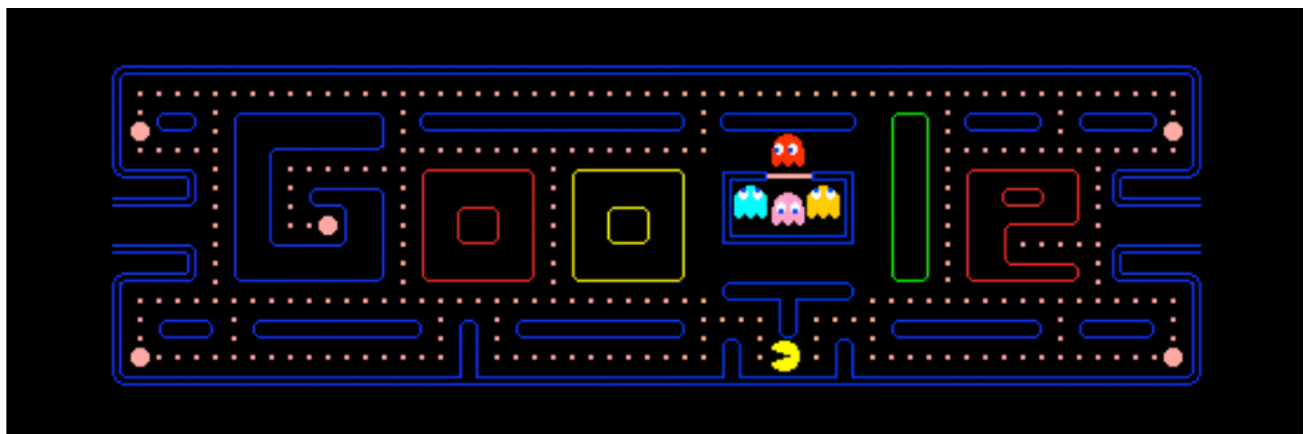
- Non-Playing characters are the ones that don't have an action or behavior when the user interacts with the game.
- Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

Number	Character Name	What can this character do?
1	Police	works to catch the minman
2		
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.

This game look like pacman.



How do you plan to make your game engaging?
