Game Design Document

Fill up the following document

1. Write the title of your project.

Hunting

1. What is the goal of the game?

To score 5 points (collect 5 weapons)

1. Write a brief story of your game.

A boy (gabriel) was hunting in the woods when he encountered a tiger. He dropped his weapons and ran. He now needs to find weapons in the forest to save himself from the tiger.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Gabriel | Jump over obstacles and pick up weapons |

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Log obstacle | Make the boy fall and lose the game |
| 2 | weapons | Be collected by the boy and save him (make him win) |
| 3 | Tiger | Chase the boy |

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?

* Score
* Sound affects