Game Design Document

Fill up the Following document

1. Write the title of your project.

Temple run 2D

1. What is the goal of the game?

The players can experience the treasure hunt and adventure in the

jungle in 2D version.

1. Write a brief story of your game?

There is a boy or girl founded the treasure but the monster how was

Guarding the treasure has on chasing the boy and let see how will

Get to the end of this game.

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 | Guy Dangerous | The main character |
| 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 | Coins |  |
| 2 | monster |  |
| 3 | stone |  |
| 4 | Fire |  |
| 5 | waterfalls |  |
| 6 | River |  |
| 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.

Coins, monster, stone, fire, waterfalls, river, Guy Dangerous

How do you plan to make your game engaging?

Because there is no temple run game for computer’s only for mobiles,

So, I think to start of making this game.