Game Design Document

Fill up the following document

1. Write the title of your project.

Cake catcher

1. What is the goal of the game?

With your arrow keys you have to move you mouth to catch the cakes/candies.

1. Write a brief story of your game.

You’re hungry and really want some cake. If you catch a cake you get +2, if you catch a candy you get +2 and if you touch the vegetables you get -1.

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Player 1 | Can catch the cakes/ candies |
| 2 | Player 2 | Can catch the cakes/ candies |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Cake 1 | Can be consumed to get +2 |
| 2 | Cake 2 | Can be consumed to get +2 |
| 3 | Cake 3 | Can be consumed to get +2 |
| 4 | Candy 1 | Can be consumed to get +1 |
| 5 | Candy 2 | Can be consumed to get +1 |
| 6 | Vegetable 1 | Can be consumed to get -1 |
| 7 | Vegetable 2 | Can be consumed to get -1 |
| 8 | Vegetable 3 | Can be consumed to get -1 |

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?

* Lots of bright colours
* Easy to play
* fun