Game Design Document

Fill up the following document

1. Write the title of your project.

CATCH ME IF U CAN

1. What is the goal of the game?

Catching the fish in water

1. Write a brief story of your game.

This game includes a crane which has to catch the fishes

And fishes try to hide ...crane moves with arrow keys and catches with the space key....if it is not able to catch a certain no of fishes

According to the goal

The game will end ..if it is able to then the game will turn more hard which includes obstacles like stones etc...

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 | crane | It can move and  Catch the fishes in its beak |
| 2 |  |  |
| 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 | fishes | They try to hide and escape from cranes |
| 2 | stone | They are obstacles which help the fish  To hide |
| 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 plan to make my game engaging by increasing the velocity and giving more hurdles if they pass the first goal..i will give interesting pictures too