Game Design Document
Fill up the following document

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1. Write the title of your project.

Krishna

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2. What is the goal of the game?
   Getting to krishna to shoot as many arrows at the raksha

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3. Write a brief story of your game.
   Radha is kidnaped by a monster and Krishna is going to save

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   Her from the monster and return to her parents.

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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	Krishna	Move, shoot the arrow
2	monster	move
3	lives	decrease

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	background	stay

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?

By making many monsters and making krishna throw arrows at them and giving him 3 lives