Game Design Document

Fill up the following document

* Write the title of your project.
* Car Racer
* What is the goal of the game?
* Reach finish point
* Write a brief story of your game.
* cars will move and collect the fuel

* 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 | car1 | move forward |
| 2 | car2 | move forward |
| 3 | car3 | move forward |
| 4 | car4 | move forward |
| 5 | car5 | move forward |
| 6 | car6 | move forward |
| 7 | car7 | move forward |
| 8 | car8 | move forward |

* 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 | fuel | decrease with car move ment and increase wiht collection |
| 2 | obstacal | on touching car there will be blast |
| 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?

using the fuel tank for refilling the cars.