Game Design Document

Fill up the following document

1. Write the title of your project.

Tom and Jerry Run

1. What is the goal of the game?

The goal of the game is to have the player control jerry and run away from Tom by collecting cheese

1. Write a brief story of your game.

As mentioned above, Jerry has to Run from Tom by collecting cheese. If Jerry collects the cheese traps instead, then he gets closer to Tom and when Jerry gets colse enough to Tom to catch him, the game get over.

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 | Jerry | It catches the cheese and traps |
| 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 | Tom | Catches Jerry when he touches a cheese trap. |
| 2 | Cheese Trap | They are the main obstacles in the game, if Jerry touches them then his X position decreases i.e, he gets closer to Tom. |
| 3 | Cheese | They act like the points in the game |
| 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 used the concept of an infinite running game and a cartoon that all the children love and favour to make my game more interesting and engaging.