Game Design Document

Fill up the Following document

* Write the title of your project.
* Mini Subway Surfers Game
* What is the goal of the game?
* The Goal of the game is to collect coins and increase score ,and player should run as much as he can
* Write a brief story of your game?
* this is a infinite runner game in this game a boy running infinitely in a desert road and so many obstacles comes in middle and there are bronze,silver,gold coins are there.the gold coins give +30 score , silver coins give +20 score and bronze coins give +10 score . the player should not touch obstacles if he touch obstacles meance game over

* Which are the playing characters of this game?
* Playing characters are the ones which 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 | Boy | he can jump,move left right |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* Which are the Non Playing Characters of this game?
* Non Playing characters are the ones which don't have an action or a behaviour 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 | bronze coin | it will increase +10 score |
| 2 | silver coin | it will increase +20 score |
| 3 | gold coin | it will increase +30 score |
| 4 | obstacle | if players touches obstacles means the game will be over |
| 5 | background | background is used to keep all,boy,bronze,silver,goldcoins,obstacles,treasure box |
| 6 | treasure box | it will give some extra random scores |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

BOY RUNNING IMAGE



BACKGROUND IMAGE



OBSTACLE-FENCE



GOLD COIN



SILVER COIN



BRONZE COIN



BOY JUMPED IMAGE



How do you plan to make your game engaging?

by making it infinite ground and increasing obstacles spawning and increasing velocite of objects and making the game challenging and engaging