Game Design Document

Fill up the following document

1. Write the title of your project.

Chasing The Robber

1. What is the goal of the game?

Make it to the finish line without getting caught by the police who is chasing you and try and dodge the obstales.

1. Write a brief story of your game.

There different players as robbers who got caught by the police and has to run away from the police, so that they don’t get arrested.

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 | Robbers | Run away form the police and dodge the obstacles |
| 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 | Obstacles |  |
| 2 | Police | Try and catch the robbers(4) |
| 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.

Shape

Description automatically generated

How do you plan to make your game engaging?

Obstacles are there in the game to make it more engaging and it is a multi player game