Game Design Document

Fill up the Following document

1. Write the title of your project.

CHAT APP

1. What is the goal of the game?

Aim of this app is to make people connect with each other even if they are at much longer distance.

1. Write a brief story of your game?

This app can be used to connect people even from large distance.

1. 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 | Home screen | Allow user to access to the app |
| 2 | Login page | Allow user to login using his/her name and password |
| 3 | Registration page | Allow user to register on app if he has no account |
| 4 | User page | Allow user to log out, send msg, receive msg, to know more about app |
| 5 | Sending msg page | Allow user to send msg to different people |
| 6 | Receive msg page | Allow user to receive msg from people |
|  |  |  |
|  |  |  |

1. 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 |  |  |
| 2 |  |  |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

https://d.docs.live.net/2e876ed847c301e6/Documents/CHAT%20APP%20LAYOUT.docx

How do you plan to make your game engaging?

This app can be more engaging by making this app innovative , more attractive and adding features that can help user to experience better working of app.