Game Design Document

Fill up the following document

1. Write the title of your project.

Top of void

1. What is the goal of the game?

Reach top of the void

1. Write a brief story of your game.

The player fell in a void and now we are in a world where are so many people who are try to get out of the void the one who will survive in void will be rescued.

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 | Cartoon boy | He can run speed than other players |
| 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 | Obsticles | Obsticles can make player fall in hell |
| 2 | Check points | We can spawn again at check points |
| 3 | Eliminating ground | Eliminate players |
| 4 | ground | We can walk or run on it |
| 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.

There will be flame evry where and we are running on the ground to reach on the top

How do you plan to make your game engaging?

There will be 40 players and they will get diffrent abilites to survive in the void.