Game Design Document

Fill up the Following document

1. Write the title of your project.

Ans 1 Jumping jack

1. What is the goal of the game?

Ans 2 Reach the endpoint

1. Write a brief story of your game?

Once upon time there was a man named Jack. Once he was walking on the footpath he saw some crab. So, he stared to jump the crab kept on coming as the scores kept on increasing . when he touches

the crab he would die and the game would start again .

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 | Jack | Jumps |
| 2 | Crab | Obstacles |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 | House | Nothing |
| 2 | Fence |  |
| 3 | Road |  |
| 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.

How do you plan to make your game engaging?

Make it Easy yet Addictive

Create a stunning design

<https://mail.google.com/mail/u/0?ui=2&ik=f184d000dc&attid=0.1&permmsgid=msg-f:1685517677097215879&th=17642965a6056787&view=fimg&disp=thd&attbid=ANGjdJ_QlQq9TxOGL71HHoEjgOwp5nVVsvh_H5VY0u53jTcDyQw8kG43zrFxBs8LP1ZXHrvbSn6jVgiTricPbe9WNMA7rNja4K9_3xV6FaUvQSzHnHpnpmrTlmst4K4&ats=2524608000000&sz=w1366-h695>