Game Design Document

Fill up the following document

1. Write the title of your project.

Don’t Get Caught!

1. What is the goal of the game?

Make it outside of the city before getting caught by the police.

1. Write a brief story of your game.

You stole something, so the police of your town is trying to arrest you.

You don’t want to get caught, so you run, but you collect food on the way to not run out of energy. But there’s also obstacles in the way

slowing you down. If you run out, you get caught and lose.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Runner | It can jump up and down and collect food. |
| 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 | Banana Peels | It’s an obstacle, resulting in a decrease in PC life when it runs into it. |
| 2 | Stones | It’s an obstacle, resulting in a decrease in PC life when it runs into it. |
| 3 | Shrubs | It’s an obstacle, resulting in a decrease in PC life when it runs into it. |
| 4 | Apples | It is food, which increases player life when it interacts with it and disappears when done so. |
| 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.

A background that keeps looping with a cityscape in the background (loaded image), and the ground is created in the code. The runner will be a boy/girl whose animation is running and changes according to the interactions of the game. The police will be on the opposite end of the screen from the character, and will be right next to it when the life is 0. There will be obstacles and rewards along the way.

How do you plan to make your game engaging?

The player will want to keep playing to stay alive and because it will become more challenging as it goes on and not get caught by the police.