Game Design Document

Fill up the Following document

1. Write the title of your project.

Trex in mazeland

1. What is the goal of the game?

It should touch its food

1. Write a brief story of your game?

Trex is a game that we often play in google chrome while there is no internet.

So I and my teacher made our own trex game but I thought that why

I can make this game.

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 | trex | It will try to reach the food |
| 2 |  |  |
| 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 | obstacles | This block the Path of trex |
| 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.

How do you plan to make your game engaging?

I will add images to the the playing and non-playing characters and I will also give that if player touches the obstacles the trex injury will increase by 1 and also I will give a timer and within that if the trex does not reach to the food then the trex will be die.