Game Design Document

Fill up the Following document

1. Write the title of your project.

Runner game

1. What is the goal of the game?

My goal of the game is to collect all the coins and make it to the finish line without getting touched by the obstacles.

1. Write a brief story of your game?

My Game is a simple runner game as you move forward there will be

Coins that you have to collect as you make your way to the finish line

And there will be obstacles that will come your way but you have to dodge it. There will be some abilities on the way that as you touch it you will be immune to the obstacles but that will be only for 5sec.

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 | Player | He can move and has to dodge and has to collect coins |
| 2 | Ghosts | Can attack players |
| 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 | Coins | Has to be collected by the player |
| 2 | Obstacle(rocks,spikes,etc.) | Has to be dod |
| 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.

A drawing on a piece of paper

Description automatically generated with medium confidence

How do you plan to make your game engaging?

By making the levels harder and harder and adding feedback and rules and also balancing the rules.