Game Design Document

Fill up the following document

1. Write the title of your project.

Jump and win

1. What is the goal of the game?

to reach finish line with out touching obstacle

1. Write a brief story of your game.

A man will walk by clicking space bar and and will jump buy clicking up arrow..

While playing game the rewards will be top of the man he need to jump and collect those..

Some times obstacles will come while playing the game we need to click the up arrow to jump to avoid obstacle..

When we touch the obstacle more than 3 times thee life is over and game is over

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 | man | The man will walk and jump |
| 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 | coins | Will be top of the man we need to collect it |
| 2 | enemy | Will be on the land |
| 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 the game scenes to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

I want to create game that has many levels that makes player intresting