Game Design Document

Fill up the following document

1. Write the title of your project.

Flipping Man

1. What is the goal of the game?

To time the red bar time with the green bar to flip the man

1. Write a brief story of your game.

A very average man gets insulted once by one of his coworkers

because he can’t do a backflip so with anger in his heart he set his

sights on setting the world record for most bakcflips in a row

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 | He flips as long as he can |
| 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 | White bar | Is a foundation |
| 2 | Green bar | The target |
| 3 | Red bar | Constantly moving |
| 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.

The man in the gym tries to get the world record, fliping animation and the bars

How do you plan to make your game engaging?   
It is supposed to be arcade like and repetative. Simple and sleek.