Game Design Document

Fill up the following document

1. Write the title of your project.

Grand Piano

1. What is the goal of the game?

The goal is to make a song out of it and record it.

1. Write a brief story of your game.

Rohan was chose for the school band. But he could only play piano

In shool as he did not have a piano at home. He approached for help

To and I decided to create a piano for him on code .org.

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 |  |  |
| 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 | a | Play sound of key c sharp |
| 2 | s | Play sound of key d sharp |
| 3 | d | Play sound of key f sharp |
| 4 | f | Play sound of key g sharp |
| 5 | g | Play sound of key a sharp |
| 6 | h | Play sound of key b sharp |
| 7 | z | Play sound of key c |
| 8 | x | Play sound of key d |

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 will make my game engaging by adding the game elements like animations , colours and levels