Game Design Document
Fill up the following document

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1. Write the title of your project.

Liki Catcher

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2. What is the goal of the game?
   The goal of the game is to catch butterflies, dragonflies and caterpillars.

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3. Write a brief story of your game.
   Liki has come for hunting and trekking with her friends and family members. While trekking, she sees a beautiful garden and challenges her friends and family members to catch as many insects like butterflies, dragonflies, caterpillars.

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4. 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	Liki	To catch insects
2	Caterpillars	To protect themselves from Liki
3	Dragon Flies	To protect themselves from Liki
4	Butterflies	To protect themselves from Liki
5		
6		
7		
8		

6. 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	Stones	
2	Flowers	
3	Waterfall	
4	Sky	
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.

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How do you plan to make your game engaging?
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