Game Design Document

Fill up the Following document

1. Write the title of your project.

Cheese Eater ,the Mouse

1. What is the goal of the game?

To eat all the cheese and avoid the bullets

1. Write a brief story of your game?

There is a mouse who will eat the cheese and will avoid the bullets to

stay alive and also the will be some time capsules will slow down the

Capsules.there will be 3 lives and scoring system

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 | Mouse | Move with arrows to eat the cheese and use time capsules |
| 2 |  |  |
| 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 | capsules | Slow down the bullets |
| 2 | cheese | It can be eaten by the mouse to increase the score |
| 3 | bullets | Decrease the lives of mouse |
| 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.

How do you plan to make your game engaging?

It will be engaging as the player will have 3 lives and he/she has to eat the

cheese that will not be very difficult. he also will have time capsules that makes the game

adaptive