Game Design Document

Fill up the following document

1. Write the title of your project.

Catch me if u can

1. What is the goal of the game?

Go to the end point without getting caught

1. Write a brief story of your game.

In my game there will be a mouse which needs to go to its hole

Without getting caught by cat or being attacked by other obstacles

Sound and animation will be added for each different situations

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 | Mouse | Operated by the user using keys |
| 2 | Cat | Operated using random numbers (for change in x and y axis ) |
| 3 | rock | Moved only one side using x velocity fn |
| 4 | cheese | It stays potential but whe player ie mouse touches it winning song will be played |
| 5 | Bush | Remains statinoary used as maze border for our game |
| 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 |  |  |
| 2 |  |  |
| 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?

Music for different states {winning /losing },animations