Game Design Document

Fill up the following document

1. Write the title of your project.

Jumble Word

1. What is the goal of the game?

To win it in 60 sec and answer all the question

1. Write a brief story of your game.

In this game we all have is six hints and six jumble word for each question there are six boxes in which we have to fill the answer.

After filling each ans the score increases by 1 and if the timer reach 60 sec then it will show a message that time up .if the score is 6 then the playes wins and there will be message shown.

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 | the score box | It increases after every entery of user |
| 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 | The check box | It can check the answer is wrong or right |
| 2 | The hint | It helps the user to guess the answer |
| 3 | The question | It tells the queston |
| 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?