Game Design Document

Fill up the following document

1. Write the title of your project.

Wizario

1. What is the goal of the game?

It is a infinite runner game we have to just run escape from the harmful objects and from the bad guy and we can also attack we have only two main characters and one bad guy , others are the two non playing characters. There is no end of the game.

1. Write a brief story of your game.

This is a infinite runner game in which we have two chracters one bad guy other non playing characters , our main goal is to just run , escape from all harmful things , the game have balance we can also attack and the villan can also attack . The game will became more harder when the score will be increasing. We can collect coins . there will be some sounds for the feedback .

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 | Knight | Attack , Jump , Fall , Die |
| 2 | Wizard | Attack , Jump , Fall , Die |
| 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 | coins | Player can earn these coins |
| 2 | Special liquids | Make the size of the main character bigger for sometime |
| 3 | ghost Wolf | Can kill the main character |
| 4 | ground | Hold all the objects |
| 5 | Some other grounding objects | - |
| 6 | background |  |
| 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?