Game Design Document

Fill up the following document

1. Write the title of your project.

**Retro side-scrolling platform game.**

1. What is the goal of the game?

**To find the treasure at the end.**

1. Write a brief story of your game.

**As the player, you can jump (UP) and walk left and right, you**

**have to avoid obstacles and travel through 3 scenes where you**

**will face different challenges and you will find the treasure at the**

**end of the third scene.**

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.

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| --- | --- | --- | --- | --- |
| No. | Character Name | Character abilities | Health | Damage |
| 1 | Kate (Female) | Jump up, crouch down, move left and right | 20HP | Depends on Weapon |
| 2 | Kade (Male) | Jump up, crouch down, move left and right | 20HP | Depends on Weapon |

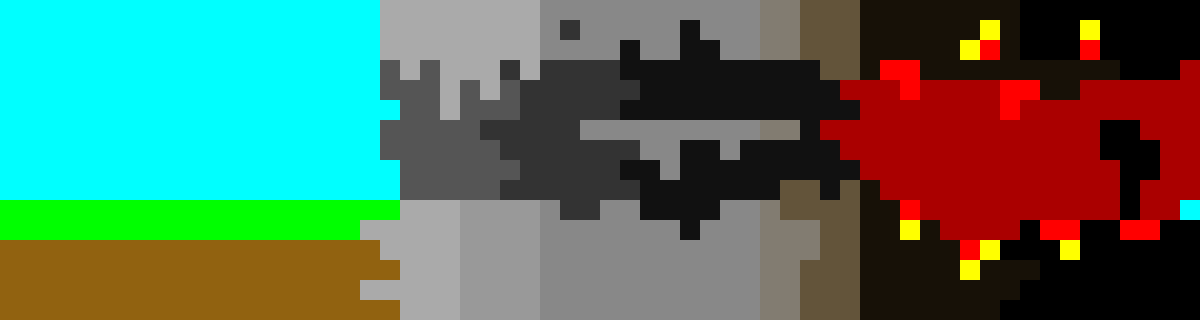
1. Which are the Non-Playing Characters of this game?

* 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.

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| --- | --- | --- | --- | --- |
| No. | Character Name | Character abilities | Health | Damage |
| 1 | Retro Discord Bytes (Enemy) | Flying-on-the-spot enemies | 1HP | 1HP |
| 2 | Pac Ghost Bytes (Enemy) | Ground enemies | 2HP | 1HP |
| 3 | H2Overflow Bytes (Enemy) | Water enemies | 4HP | 1HP |
| 4 | Magma Cube Bytes (Enemy) | Lava enemies | 5HP | 1.5HP |
| 5 | Geometry Dash Byte (Boss) | Charge, Spin shot, and Groundpound | 10HP | 2HP |
| 6 | Ice cream (Life) | Boosts an extra life | +5HP | - |
| 7 | Treasure (End) | Finishes the game | - | - |
| 8 | Sword (Weapon) | 1HP Dmg (CD 2) | - | 1HP |
| 9 | Shield (Weapon) | 1HP Dmg (CD 5) | - | 1HP |
| 10 | Hammer (Weapon) | 2HP Dmg (CD 10) | - | 2HP |

\*HP = Health Points/ Lives \*Dmg = Damage \*CD = Cooldown

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?

**Everyone likes pixel games :D**