Game Design Document

Fill up the following document

1. Write the title of your project.

Kaizomo and the maze!

1. What is the goal of the game?

The goal for the game is to save the NPCs from a room. We have to take them from the trapped room and let them free

1. Write a brief story of your game.

So, there will be two characters in the game. NPCs and the PC.

NPCs are trapped and could find a way out, so the PC will help them

to free them from the trapped room. There will be a lot of fun playing it!

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 | Mukesh (only 1) | Can help the people |
| 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 | Harshad | Needs Help |
| 2 | Vijay | Needs Help |
| 3 | Satyam | Needs Help |
| 4 | Ketan | Needs Help |
| 5 | Nirav | Needs Help |
| 6 | Sen | Needs Help |
| 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?