Game Design Document

Fill up the following document

1. Write the title of your project.

Queen Capture

1. What is the goal of the game?

The goal of the game is to rescue the queen

1. Write a brief story of your game.

There was a queen, one day a dangerous ghost camed and taken

The queen with him. After this the king has camed to rescue the

Queen. Finally the queen was rescued by the king.

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 | car | It gives more speed |
| 2 | player | King rescue the queen |
| 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 | Bat | It will hurt the player |
| 2 | ghost | They will harm the player |
| 3 | queen | She is imsprisoned in ghost house |
| 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.

The will have a particular map to play.

The game will hae it own engine .

It will not too tough and easy.

It will be based on some story.