Game Design Document

Fill up the following document

1. Write the title of your project.

World of adventure

1. What is the goal of the game?

To promote reading and reduce fear and hatrate towards books.

1. Write a brief story of your game.

In this stoy the the player will dodge obstacles and run through various backgrounds. Each one depicting a different book so that they can see that the book is bacically a game or adventure.

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 | Harry | The main player |
| 2 | Artemis | Alter Ego of Harry |
| 3 | Percy | Alter Ego of Harry |
| 4 | Agatha | Alter Ego of Harry |
| 5 | Rusty | Alter Ego of Harry |
| 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 | obstacles |  |
| 2 | Rocks |  |
| 3 | Voldemort |  |
| 4 | Opal |  |
| 5 | Titan/giants |  |
| 6 | Theif |  |
| 7 | Theif |  |
| 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?

By different levels and story line