Game Design Document

Fill up the following document

1. Write the title of your project.

The Amulet of \_\_\_\_\_\_\_

1. What is the goal of the game?

The goal of the game is for the knight of \_\_\_\_\_ to get the amulet of \_\_\_\_\_.

1. Write a brief story of your game.

A knight needs to save his kingdom from an army of monsters. To do this, he must get the amulet of \_\_\_\_\_. He must go into a dark cave and fight past monsters and advance deeper and deeper. At the deepest part of the cave the amulet is hidden. It is protected by the gargoyle of \_\_\_\_\_\_.

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 | {player name} | Move left and right, jump, interact with objects such as keys, power ups, new weapons and kill monsters/enemies |

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 | Gargoyle of \_\_\_\_\_(Boss) | Attack |
| 2 | Trolls | Attack |

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?

I plan to make my game engaging by having levels (When you reach the end of one you go to by clicking somewhere). Having achievments (Finding hidden objects) and having a clear goal (To get the amulet), having a currency system which can be used to buy better weapons