Game Design Document

Fill up the Following document

1. Write the title of your project.

Thief on a roll

1. What is the goal of the game?

The thief wants to steal the money from the locker at the bank

1. Write a brief story of your game?

The thief wants to steal money from the locker at the bank, but he is interrupted a lot of obstacles in between. He needs to crack the code to open doors and hack the computer which comes in between

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Thief(Robert) | He is the main character can move with arrows and jump |
| 2 | Lazer1,2,3,4,5 | obstacles |
| 3 | Door1,2,3,4 | obstacles |
| 4 | locker | obstacles |
| 5 | computer | obstacles |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

We are going to make it in code.org. We can create sprites, interesting animations, different backgrounds and the game is totally fun and engaging.