Game Design Document

Fill up the following document

1. Write the title of your project.

* Tales of Adventurer

1. What is the goal of the game?

* Complete the levels by collecting boss collectible of that particular level.

1. Write a brief story of your game.

* Adventurer visits different abandoned places to collect powerful things that are hidden in them. In this part of game, he visits abandoned temple at Vietnam to collect *Vong Phusang* that gives its wielder supreme power. In the next level, He understands that very powerful *Orb of Power* is very powerful for humans to wield, and if any greedy human would realise that it exists, then he would try to acquire and rule the world. Therefore to prevent such thing, Adventurer himself tries to acquire it, but he has to face many difficulties while acquiring *Orb of Power.*

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 | Adventurer | He is the protagonist of the game. He can jump, run, walk. |
| 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 | platforms | Since this game would be platformer, therefore platforms are very essential. |
| 2 | Fire cannons | Fire canons will fire canons. These canons will be obstacles in game. |
| 3 | Enemies | These will be obstacles. |
| 4 | Collectibles | In every mission, Adventurer will be collecting something. |
| 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.

How do you plan to make your game engaging?

🡪 I am planning to add music, sounds and action in game.