Game Design Document

Fill up the Following document

1. Write the title of your project.

The Maze Treasure

1. What is the goal of the game?

To get through the maze and steal the gold.

1. Write a brief story of your game?

The Player has to make his way through the maze by avoiding the guards

and reach the treasure. If the comes in contact with a guard he ends in jail

and the game is over.

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 | John | Run through the maze |
| 2 | Dan | Run through the maze |
| 3 | Harry | Run through the maze |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones which don't have an action or a 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 | Guard1 | Put player in jail |
| 2 | Guard2 | Put player in jail |
| 3 | Guard3 | Put player in jail |
| 4 | Guard4 | Put player in jail |
| 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 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?

The Player has to find his way through the maze, avoid the guards andsteal the treasure.