Game Design Document

Fill up the Following document

1. Write the title of your project.
2. What is the goal of the game?

The goal of the game is to protect your friend from the evil.

1. Write a brief story of your game?

Your best friend is captured by a boss of that place or land and you

have to go on an adventure to save her. You will face a number of

difficulties but you have to save her because she was captured

because of you. There are three different bosses.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Saviour friend: This character has many skin options to change his power | He goes to save his friend from the evil. |
| 2 | Dino boss | He captures the friend in the forest. |
| 3 | Robot boss | He captures the lost friend in the sci-fi land. |
| 4 | Zombie boss | He captures the lost friend in the graveyard. |
| 5 | Evil Santa boss | He captures the lost friend in the magical land. |
| 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 behaviour when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc are non playing characters in the game.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Lost friend. | Waits for the saviour friend to come save her. |
| 2 | Boxes, metal fuel containers | obstacles |
| 3 | Tiles of different worlds . | To build the level. |
| 4 | saw | Obstacle causing the death of the saviour friend. |
| 5 | Acid and different liquids of the world | Obstacle causing the death of the saviour friend. |
| 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?

By adding sounds and making the game easy but challenging.