Game Design Document

Fill up the following document

1. Write the title of your project.

Treasure Hunt

1. What is the goal of the game?

Reach the treasure chest which is guarded by many underwater creatures .

1. Write a brief story of your game.

You are a professional skuba diver , you have heard stories about a treasure full of gold and gems hidden underwater . You go an adventure to find the treasure and encounter many sharks and monsters . Can you find the treasure ?

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 | Great white sharks | Kill you |
| 2 | Puffer fish | Kill you |
| 3 | Dolphins | Increase your speed |
| 4 | Skuba diver | Find treasure |
| 5 | Kraken monster ( Boss ) | Kill you |
| 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 | Coins | $ |
| 2 | Pearls | Increase score |
| 3 |  |  |
| 4 |  |  |
| 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 will add coins and pearls (score points) to make it interesting .there will be a final boss .

I will add interesting sound efffects to my game . there will be a score bar on the top – left of the screen .I will add feedbacks in the game , like , you lost , you won , good game , low oxygen .