Game Design Document

Fill up the Following document

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1. Write the title of your project.

MAGICAL FLOORS

1. What is the goal of the game?

The thief has to cross as many floors as he can and escape the policeman and dog .

1. Write a brief story of your game?

The thief john has escaped from a jail and is escaping from the

Policeman and his dog . If the policeman catches john , he is again

Behind the bars .

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 | JOHN – The thief | With the help of arrow keys , he has to cross as many floors as possible escaping the poiceman and his dog. |
| 2 |  |  |
| 3 |  |  |
| 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 behaviour 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 | HENRY – The policeman | If he touches or collides with john , he puts back john in the jail. |
| 2 | GOOFY – The dog | Goofy is the dog of the policeman , even if goofy bites john , he is behind the bars. |
| 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 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 , making the game equal both for the player and computer , and by makin it an infinity ruuner game .