Game Design Document

Fill up the Following document

1. Write the title of your project.

The Badlands

1. What is the goal of the game?

The goal of the game is to jump/survive from the villains and make it to the castle safely where you could be safe and sound.

1. Write a brief story of your game?

The character was unconscious and was left behind by humanity and was stuck, the character gets conscious and sees hordes of zombies and villains approaching him. The character must make it safely to the castle so he could go back with humanity.

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 | Main character | Can move around such as jump run forward and back |
| 2 | Villain 1 | Can jump or run towards the main character. |
| 3 | Golem | Can jump or run towards the main character. |
| 4 | Other villains | Can do the same thing as the other villains |

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 |  |  |
| 2 |  |  |
| 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?