Game Design Document

Fill up the following document

1. Write the title of your project.

Scary Night

1. What is the goal of the game?

Collect as much treasure as you can.

1. Write a brief story of your game.

There’s a girl named Clara whose treasure is stolen by a ghost. She

came to know this at a night and ran away to collect the treasure.

And that’s a scary night. She have to collect the treasure and dodge

the ghost.

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 | Clara a cute girl | This character has to collect treasure. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 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 | Ghosts | This character is to scare Clara. |
| 2 | Treasure | This belongs to Amara which she has to collect. |
| 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?

The speed of the obstacles is gonna increse after a certain score. So the game is not too difficult nor too easy.