Game Design Document

Fill up the Following document

1. Write the title of your project.

**JUMANJI** – **the extended level**

1. What is the goal of the game?

***The players are supposed to collect as many things for the survival. And to finally escape the island.***

1. Write a brief story of your game?

There was a plane flying to an island and unfortunately it crashed out. There were only 2 people who managed to live. And on the island- there are various problems and they know that they are supposed to find the “The Heart of the Game” and place it on the Head of the “Panther Mountain”. And only after placing the Heart they will be able to escape the island. The game will have a moral that – “a person has to achieve what they want, in the life itself”.

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 | A Girl [1st Main Player] | The character will escape the random problems. And will find the ways to survive in the island. [Will have specified strengths and weaknesses.] |
| 2 | A Boy [2nd Main Player] | The character will help the 1st main player, as to escape the island. [Will have specified strengths and weaknesses.] |

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 | Helping Monster | Will be unlocked after certain point, and will help the players in solving the mysteries. |
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| 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?

1. The game as per plan, will be adventurous.
2. Will have unsolved mysteries in it.
3. Will try to have realistic sound effects, and hence making the game more realistic.
4. And as I will try to add realistic features, they will make the game engaging because real mysteries are loved by not only teenagers, but also by adults and younger ones.