Game Design Document

Fill up the following document

* Write the title of your project. - Halloween Escape
* What is the goal of the game? - The goal of the game is to escape the house without any of the monsters catching you. You will have to go through a series of puzzles and obsticles to escape.
* Write a brief story of your game. - A boy is going trick or treating on halloween and all of a sudden he faint. When he wakes up again he realises that he is in a hunted house with monsters and he must escape. He goes through a bunch of obsticles and solves puxxles to escape the house and avoid the monsters.
* 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 | Boy stuck in haunted house | This character can jump and run in any direction. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 and monsters | These characters can float/move around randomly and when the boy comes near them, they can eat him. |
| 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 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 plan to make the game engaging by adding a lot of challenging aspects and letting the player choose his own adventure.