Game Design Document

Fill up the following document

1. Write the title of your project.

**Treasure Hunt**

1. What is the goal of the game?

**To find Jasmine**

1. Write a brief story of your game.

**You are supposed to find Jasmin, you supposed to finish 3 levels**

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 | **Alluding** |  |
| 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 | **Jasmine** |  |
| 2 | **Dragons** |  |
| 3 | **Coins** |  |
| 4 | **Hearts** |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

Draw your imagination to 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

**I’ll email the background**

How do you plan to make your game engaging?

**The game has 3 levels with different adaptivity as. In level 1 we have one dragon and to add adaptivity we have given alluding a sword and have 3 chances to kill the dragon. In level 2 we 2 dragons plus alluding has only 2 chances to kill the dragon. Last but not the least, the game is on the 3rd level and the last level of the game where he has to fight 3 dragons with only 3 chances to save Jasmine. Other than this we have balanced it with some life-giving hearts, some coins, and one sharp sword for him to kill the monster.**