Game Design Document

Fill up the Following document

1. Write the title of your project.

Vocabulary World

1. What is the goal of the game?

>To help the user learn new vocabulary through the app

1. Write a brief story of your game?

I have always had a fascination towards learning new words and their meanings. Whenever I wanted to learn new words, I’d have to go through the dictionary which became extremely boring. So I thought I’d create an app which would present learning new vocabulary in a fun way for kids of my age and make them enjoy the entire process.

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 | New word (generated randomly) | Give an idea of the word |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 | Timer | Set a time limit |
| 2 | MCQ (four options) | Give options and let the user choose one |
| 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.

Drawn on Web Server

How do you plan to make your game engaging?

* + - 1. By using sounds to allow the player to understand whether their input was correct or wrong.
      2. By using colourful backgrounds to make sure the players attention doesn’t go away.
      3. By adding a timer, so that the player has a certain deadline
      4. Always generate new, interesting words
      5. Give four options to allow easier understanding and thinking for the user.