Game Design Document

Fill up the Following document

1. Write the title of your project.

# CreeperBoi180's Minecraft Quiz

1. What is the goal of the game?

To test and teach people who play Minecraft.

1. Write a brief story of your game?

Press buttons and enter words to answer questions.

Results will be given when a question is answered.

Customisable music can be chosen

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 | Player | Answer Questions |
| 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 | Buttons | Player presses to answer questions |
| 2 | Sliders | Player Slides to enter numbers |
| 3 | Dropdowns | Player selects to choose answer |
| 4 | Text | Player reads |
| 5 | Background | Supports the whole thing |
| 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.

Text

Description automatically generated

Timeline

Description automatically generated

How do you plan to make your game engaging?

By playing music, adding different ways to answer questions, and photos.