Game Design Document

Fill up the Following document

1. Write the title of your project.

From Rags To Riches

1. What is the goal of the game?

A local player fights his way to become a footballer for his nation

1. Write a brief story of your game?

The local player is a very talented player from a low-caste. The national coach gets to know about him but he was of a high-caste and so were the other players in his team. So he goes the local player and tells him if he can pass 100 levels of difficult dribbling, passing, tackling, pace, physicality and shooting only then can he play for his nation. The local player feels cut of from humanity but decides not to give up. So in this game we help this local player become a footballer for his nation.

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 | Suresh (the local player) | pc |
| 2 | India Coach | Npc, can comment on performance |
| 3 | India’s Goalkeeper | npc |
| 4 | India’s first defender | npc |
| 5 | India’s second defender | npc |
| 6 | India’s fastest dribbler | npc |
| 7 | India’s first midfielder | npc |
| 8 | India’s second midfielder | npc |

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 |  |  |
| 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 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?