Game Design Document

Fill up the Following document

* Write the title of your project.

The Maze

* What is the goal of the game?

The goal of the game is to guide the minion to the banana

* Write a brief story of your game?

A minion requires your help! He has lost his banana and needs to find it and eat it as he is very hungry. Guide him to his banana, but make sure that he does not touch any obstacles, as they can hurt him! Good luck!

* 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 | Minion | This character can move |
| 2 | N/A | N/A |
| 3 | N/A | N/A |
| 4 | N/A | N/A |
| 5 | N/A | N/A |
| 6 | N/A | N/A |
| 7 | N/A | N/A |
| 8 | N/A | N/A |

* 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 | Banana | N/A |
| 2 | Obstacles | They will work as barrier to stop minion |
| 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?

To make my game more difficult, I will make the change that whenever the minion touches a obstacle, it will have to restart and it will have 3 lifes, when those are over, the game will be over as well.