

Game Design Document  
Fill up the following document

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1. Write the title of your project.

## Ghost's Color-Changing Horror Mazeland

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2. What is the goal of the game?

Score 10 points by touching correct colors and win the game

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3. Write a brief story of your game.

A school boy suffering from color blindness has problems in identifying different colors .... Let's help him to cross ghost's mazeland whose walls are changing the color . If he touches the wall with correct color ,which is asked by the ghost , he will score 1 point . And if he scores 10 points he can safely escape from the mazeland.... But if he touches the wall with wrong color he will lose 1 point. And if his score comes to 0 by losing again and again he will traped for whole life long by the ghost in that mazeland...

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This game is enjoyable and even helpful for play-school children to identify different colors and their name.

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4. 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	Boy	Can move anywhere to touch different colors.
2		
3		
4		
5		
6		
7		
8		

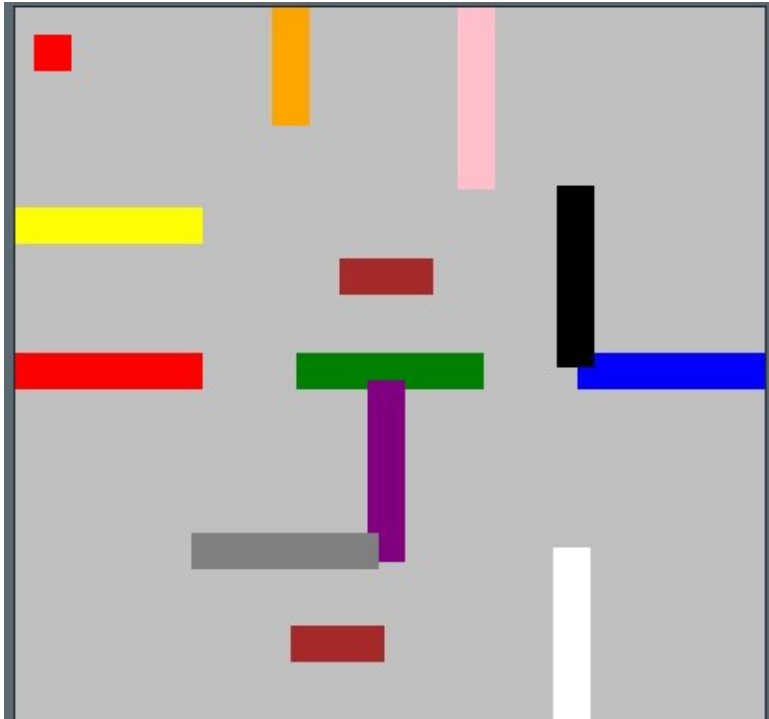
6. Which are the Non-Playing Characters of this game?

- 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	Wall	Change colors
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 the game scenes to show each of the playing and non-playing characters at least once.



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How do you plan to make your game engaging?

The game will become more engaging by adding different and attractive images of ghost and various sound effects . If the boy touches the wrong color he will lose one point and if he touches the correct color the speed of the color changing walls will increase. And at last the speed would be too high that it would be difficult for players to touch the correct wall.

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