Game Design Document

Fill up the Following document

* Write the title of your project.
* Honeycomb Maze
* What is the goal of the game?
* to reach the end point
* Write a brief story of your game?
* Once Upon a time a boy was locked inside a room. There were lots of doors from which he had to escape.But while doing so he had to take care that he should not be caught by the guards.If he gets caught by the guards then the guards will kill him & if he escapes the door successfully then he can go home back.

* 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 | a Boy | can use his brain to tackle the obstacles. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Shaitani Guards | this character can kill the player with the weapons he has i.e. knife , gun, shockgun, etc |
| 2 | Cctvs | can keep a watch on the player & destroy the player with its inbuilt lasers. |
| 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.

start:

player

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end

How do you plan to make your game engaging?

By lots of obstacles.