Game Design Document

Fill up the Following document

1. Write the title of your project.

**Virus Escape**

1. What is the goal of the game?

**The goal of the game is to successfully create a non-infected antidote/vaccine which can kill the coronavirus.**

1. Write a brief story of your game?

**Planet Earth has been infected by the devious coronavirus. This virus has wiped out 99% of the population including animals. It is your job as a doctor to create a non-infected antidote/vaccine to kill the coronavirus and save the remaining 1% percent of the world. Are you capable of doing this? Will you succeed?**

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 | Doctor | This character has the ability to create the antidote. |
| 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 | Vaccine | This character has the ability to kill the virus |
| 2 | Virus | This character has the ability to infect and kill any living thing |
| 3 | Shield | This character has the ability to protect anything from the virus. This is a power-up. |
| 4 | Lives | This is basically the number of chances the playing character has. If this runs out the playing character loses. |
| 5 | Chemicals | This is needed to create the vaccine successfully. |
| 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.

I made the drawing in a different document, PFA. There are 3 documents.

How do you plan to make your game engaging?

**I was thinking to add many different levels in the game to make the game more interesting and different, the balance between the advantages of NPC and PC is mantained. Also, I made it on the current situation, engaging the user and making it addictive.**