Game Design Document

Fill up the Following document

1. Write the title of your project.

Harry Potter

1. What is the goal of the game?

Tom riddle’s diary should be give to voldemort

1. Write a brief story of your game?

Once upon a time, there was a boy called riddle. He had a diary, where he preserverd his 16 year old self. He now wants the diary back. U have to give it to him, passing all obstacles.

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- player
* Cars, monkeys, dinos, wizards etc, are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1player |  | Deliver the book, die |
| 2Voldemort |  | - |
| 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 Diary |  | Nothing  Kill the player |
| 2Obstacles |  |  |
| 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?