Game Design Document

Fill up the Following document

1. Write the title of your project.

Thief Escape.

1. What is the goal of the game?

The Goal Is to make the thief escape from the police and leave the city.

1. Write a brief story of your game?

One Day A thief decides to rob a bank, he made a plan for robbing

the bank. Next day the thief robbed the bank, then the bank calls the

police and the game start’s where the thief has to leave the city and

run away from the police.

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 | Thief(You) | This character robs the bank. |
| 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 | Gems | Obstacles that thief robs. |
| 2 | Cash | Obstacles that thief robs. |
| 3 | Jewellery | Obstacles that thief robs. |
| 4 | Rocks | This can stop the thief for some seconds. |
| 5 | Buildings | This can stop the thief for some seconds. |
| 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?