Game Design Document

Fill up the following document

* Write the title of your project.

Midnight Tales of Archline

* What is the goal of the game?

To find the main characters brother

* Write a brief story of your game.

"Archline. Whatever happens, don't look back!"

That was the last time I ever heard from my older brother. Everybody in my village acts as they've never seen or heard him before. So I've decided that I'd find him myself. It's better than sitting around and waiting for him to magically return after all these years.

*Basically her brother gets kidnapped and now she has to go on an adventure and find him.*

* 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 | Archline | Fight, Walk + Jump |
| 2 | Brother | Nothing really |
| 3 | Witch or Dragon | Fight |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Pink Mushroom | Posion you |
| 2 | Orange Mushroom | Gives you health |
| 3 | Crates | Jump on them |
| 4 | Sign | Shows you where to go |
| 5 | Stone | Blocks path |
| 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.



How do you plan to make your game engaging?

Yes