Game Design Document

Fill up the Following document

1. Write the title of your project.

“ PASS THE CAVE “

1. What is the goal of the game?

TO DESTROY ENEMIES APPEARING O THE SCREEN.

1. Write a brief story of your game?

IT STARTED WITH MY DREAM . ONE DAY I SAW A DREAM WHERE A MAGICIAN WAS LOST IN THE CAVE AND HE HAD TO FIGHT WITH ENEMIES SUDDENLY ATTACKING ON HIM ANG COLLECT JEWELS WHICH WILL WHEN MIXED OPEN THE CAVE

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 | WITCH OR WIZARD | THROW A BOMB BY THEIR MAGIC |
| 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 | ENEMIES | ATTACK ON THE WITCH/WIZARD |
| 2 | JEWELS | GETS CONVERTED INTO KEY |
| 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.

IT STARTED WITH MY DREAM . ONE DAY I SAW A DREAM WHERE A MAGICIAN WAS LOST IN THE CAVE AND HE HAD TO FIGHT WITH ENEMIES SUDDENLY ATTACKING ON HIM ANG COLLECT JEWELS WHICH WILL WHEN MIXED OPEN THE CAVE