Game Design Document

Fill up the following document

1. Write the title of your project.

Mansion escape

1. What is the goal of the game?

The goal in the game is the character to escape the haunted mansion of lady eleonore by solving mysteries hidden around.

1. Write a brief story of your game.

A young tennage boy gets tricked by his enemy friend who told him that if he visits that haunted mansion he would get a lot of wealth and gets sent to the creepy old mansion. The boy then enters the gate and realizes that he had been made fooled of and he is in danger now. He sees a letter that says “kill the mysteries or ill kill you....”

1. 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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | The young teenage boy | He can walk, perform different tasks and solve the mysterious |
| 2 | The spirit of lady eleonore | Haunts the mansion every day in time intervals |
| 3 | The slaves of lady eleonore | They follow the eleonore everywhere to gaurd her safety |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

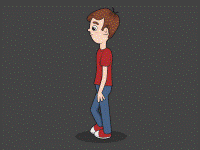
1. Which are the Non-Playing Characters of this game?

* 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 | letter | The boy has to find it |
| 2 | broom | The boy has to find it |
| 3 | apple | The boy has to find it |
| 4 | key | The boy has to find it |
| 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 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?

The game will require the use of mind which is one way the players will be engaged in it. It is going to be very mysterious game so the player will have the suspence in mind and will continue to play the game till the end.