Game Design Document

Fill up the following document

1. Write the title of your project.

TREASURE IN THE MAZE

1. What is the goal of the game?

The goal is to take the key and open the treasure gate to collect the treasure.

1. Write a brief story of your game.

There is a boy named Marcos who is really poor,so one day he thought of stealing the treasure from the pirates…but when he went to take the treasure,the pirates on the the hot air balloon started to throw bombs!And Marcos was trapped in the maze.

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 | Marcos | We can move this character with arrow keys and it can increase his power by taking power ups. |

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.

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| Number | Character Name | What can this character do? |
| 1 | Pirates | They can throw bombs on Marcos |
| 2 | Bomb | When it reaches ground it will get blast with in 2 seconds |
| 3 | key | It is used to open the treasure gate. |
| 4 | coins | Coins can be collected by Marcos |
| 5 | The maze blocks | They confuse Marcos how to reach the key |

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.

In the half of the screen there will be a garden image and in the garden image there will be blocks to make the maze,coins,key,power ups ,the big treasure which is locked in the gate.In the upper half there will be the Image of sky where the pirates will be going left and right and throwing bombs along with that.

How do you plan to make your game engaging?

To make the game more interesting there are powerups which spawn after 30-60 seconds,the power ups can be super speed,extra life,ice freezer and many more.Also we will have 3 lives.When,u collect coins,u win the game, u loose the game,the bomb bursts,u get super speed,u get extra life,u get ice freezer,u collect the key,there will be different sounds.Also there will be a music playing in the background of the game.