Game Design Document

Fill up the Following document

1. Write the title of your project.

Stratum Worker

1. What is the goal of the game?

To rise up to the highest social class

1. Write a brief story of your game?

Cast is a big problem in the world. Many people or oppressed because of their cast. No matter what they have to offer. This game will help people understand the importance of perseverance is the key to such problems. YOU have to rise up and show the world that cast has nothing to do with caliber.

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 | Main character | Move around to get points |
| 2 |  |  |
| 3 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

5. 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 | NPC | Gives task |
| 2 | NPC | Gives task |
| 3 | NPC | Gives task |
| 4 | NPC | Gives task |
| 5 | NPC | Gives task |
| 6 | NPC | Gives task |
| 7 | NPC | Gives task |
| 8 | NPC | Gives task |

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.

There is this game called Runescape, I am inspired to make my games design similar to that. Even in Runescape you must complete tasks to rank up.

How do you plan to make your game engaging?

I will make my game adaptive so it will get harder. This will make the players want to try harder and harder to get to the top rank.