Game Design Document

Fill up the following document

1. Write the title of your project.

Treasure hunter

1. What is the goal of the game?

Collection of lost treasure

1. Write a brief story of your game.

Due to a natural calamity the robot loses all of his hardearned traqsures and agains seeks out to collect them

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Robot | Jump , duck |
| 2 |  |  |
| 3 |  |  |
| 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 | Rock1 | obstacles |
| 2 | Rock2 |  |
| 3 | Rock3 |  |
| 4 | coins | Increase score |
| 5 | heart | Lives of robot |
| 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?

By providing different difficulties in the game at the start I make the game engaing.