Game Design Document

Fill up the following document

1. Write the title of your project.
2. Zero Crisis.
3. What is the goal of the game?
4. Help Jonesy Reach The Zero Point Within the given time.
5. Write a brief story of your game.
6. Jonesy(Pc) must reach the Zero Point.But in the

middle several Npc's called hunters try to stop him.

Help Jonesy reach the Zero Point Before its too

Late.

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 | Jonesy | He can walk or run to the zero point. |
| 2 |  | He has 3 lives and he can interact with some hunters for help and the remaining hunters to lose a life. |
| 3 |  | He can jump in order to avoid hunters trying to kill him. He can jump and reach the zero point to win the game. |
| 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 | Sage | She can help Jonesy get extra 500 score. |
| 2 | Kondor | He can make all hunters harmless for 5 seconds |
| 3 | Omen | He can follow Jonesy and help defeat all the bad hunters for 10 seconds |
| 4 | Yoru | He can warn Jonesy the location of bad hunters (By telling the nearest bad hunter in terms of framecount) |
| 5 | Cypher | He Slows down Jonesy for 2 seconds and the framecount per second is reduced for 2 seconds |
| 6 | Jett | When interacted with Jonesy, She can reduce the total steps or increase the total steps. |
| 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?

A.By adding Game adaptivity.