Game Design Document

Fill up the following document

1. Write the title of your project.

The Mysterious Treasure

1. What is the goal of the game?

To find the treasure that no one found

1. Write a brief story of your game.

Three friends will find The Mysterious treasure that no one found

With a help of a map they will have difficuties .. there will be three stages and in this game there are moral , emotion , self believe etc not just a game it’s a story by me to get the map they need to solve the quizes

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 | Steve | Move and play the game |
| 2 | Victor | Move and play the game |
| 3 | Bruce | Move and play the game |
| 4 | Snake | Move and hunt player |
| 5 | Cheetah | Move and hunt player |
| 6 | Monkey | Guide players |
| 7 | Car | Move |
| 8  9  10  11 | Gun\_1  Gun 2  Ghosts  Deadly plants  ETC | Will kill the obstacles    Move and hunt player  Hunt player |

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 | health repair kit (MED KIT) | Cant move and will heal players |
| 2 | Anti Venom | Heal player after a player id bitten by a snake |
| 3 | Coins | Points for players |
| 4 | Food | Recover hunger |
| 5 | Water | Recover thrist |
| 6 |  |  |
| 7 | ETC |  |
| 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 adding a story emotion and i will try to make it realastic also obstacles will be there and game is also cointaning stages and feedback and goal is to find the treasure chance, adaptivity pc and npc

I WILL TRY MY BEST