Game Design Document

Fill up the Following document

1. Write the title of your project.

Family Escape.

1. What is the goal of the game?

To save his DAD, MOM, BROTHER, SISTER (family).

1. Write a brief story of your game?

A HAPPY SMALL FAMILY LIVED WHICH CONSISTED OF 5

MEMBERS.

NAMED(LITTLES).

A SMALL GANG: (**BAXTER STREET DUDES**)

WHOSE LEADER WAS: (**Orlando Anderson**).

HE KIDNAPPED THE FAMILY MEMBERS.

BUT ONE DAY THE LITTLES WERE GOING TO PICNIC.

THE ELDEST BROTHER WENT TO BUY SOME STUFF FOR

PICNIC.WHEN HE CAME BACK, HE SAW NO ONE.

HE SEARCHED A LOT BUT HE COULDN’T FIND THEM.

AFTER HE FOUND A LOCKET WHERE THERE WAS PLATTED **Orlando Anderson**.

NOW HE IS ON A MISSION OF SAVING HIS FAMILY MEMBERS.

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 | marcus | HE IS THE ONE WHO IS SAVING ALL OF THEM |
| 2 | MARTIS | AFTER BEING SAVED BY MARCUS HE GIVES CLUE about WHERE THE OTHER MEMBER ARE. |
| 3 | nAOMI | AFTER BEING SAVED BY MARCUS SHE GIVES CLUE WHERE THE OTHER MEMBER ARE. |
| 4 | MRS.ROAMI | NO ROLE |
| 5 | MR.CALIPH | NO ROLE |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | **Orlando Anderson** | HE IS THE VILLIAN.  THE BOSS. |
| 2 | Naves | He is the employee |
| 3 | Daku’s | There are many daku’s . |
| 4 |  |  |
| 5 |  |  |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?