Game Design Document

Fill up the Following document

1. Write the title of your project.

Snake and ladder

1. What is the goal of the game?

To reach till hundred.

1. Write a brief story of your game?

Like there are there are truth and lie that a child speaks in this game

If child speaks a lie the snake will bite him and if child speaks truth

Then he will climb the ladder of success each time (speaking is in the form of dice rolling in this game).

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 | Child 1(pawn 1) | Can move throughout the board with help of dice. |
| 2 | Child 2(pawn 2) | Can also move throughout the board with help of dice. |
| 5 |  |  |
| 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 | snakes | NPC(will drag the player down ) |
| 2 | ladders | NPC (will help the player to climb the ladder.) |
| 3 |  |  |
| 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.

A picture containing map

Description automatically generated

How do you plan to make your game engaging?

I will engage the game in visual studio.