Game Design Document

Fill up the following document

1. Write the title of your project.

World of games.

1. What is the goal of the game?

The game will be a open world game in which there are a bunch of games in which you have to defeat the NPC and get badge of each of them.

1. Write a brief story of your game.

In the gametheir will be a map in which the player will move and when it will reach some specific places in the map the player can play small games like trex runner, ping pong, fruit cut, and archery.

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 | The player will select it. | This will go around the map and play. |
| 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 | Archer master | Play against the player in archery game |
| 2 | T-Rex master | Play against the player in T-Rex game |
| 3 | Computer | Play against the player in ping pong. |
| 4 | Slice master | Play against the player in friut cutp |
| 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 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?