Game Design Document

Fill up the following document

1. Write the title of your project.

Escape the Prison

1. What is the goal of the game?

To climb a tower without your hunger level going to 0 or falling 5 times.

1. Write a brief story of your game.

You have been stuck in a prison and need to escape! There is a tower which you need to climb in order to escape, but it is very dangerous. If you make 5 mistakes and fall, it’s game over and you die! You’ll also be climbing for a long time and will get hungry… make sure you don’t go so hungry your hunger bar goes to zero, because that also means certain death. Good luck!

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 | You | You are the main character, use the up/left/right arrow keys to navigate through the tower. Collect burgers to manage hunger and make sure not to fall! |
| 2 | Burger | Increases hunger levels by one, stopping you from starving |
| 3 | Good Paddle | This is where you step to navigate through the tower, they are randomly placed. |
| 4 | Bad Paddle | These paddles disappear when stepped on, so don’t be on them for too long! |
| 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 |  |  |
| 2 |  |  |
| 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 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?