Game Design Document

Fill up the following document

* Write the title of your project.

Find the king

* What is the goal of the game?

The goal of the game is to find the king

* Write a brief story of your game.

You are a king of xyz kingdom and you got invited for a fight where you need to kill the king of opposite kingdom. When that king was about to lose he ran away to a secret cave or a spot to hide. You need to find the king and also need to kill him because he arrested and killed your 2 brothers and 2874 soldiers during the war. If you survived the soldiers succesfully then you can continue it as long as you want because this will be an infinite game but..... if the soldiers of other kingdom killed you then you lose the game.

* 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 | king | king is the main character of this game |
| 2 | soldiers | soldiers will try to kill the king |
| 3 | evil king | evil king would hide away to secret spot to hide |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | the castle | this is just to make the game more interesting |
| 2 | the war place | this is the place where the soldiers would try to kill you |
| 3 | the cannons | cannons are just to show. they will do nothing |
| 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.



in this rough design of my game, the circles means the soldiers and that yellow rectangle is the king or or PC so all the concept of game are given in the brief story.While creating, these irregular structures will be changed into a great theme with one of the best images

How do you plan to make your game engaging?

By adding more functionalities and more interesting images. Anyhow the story of the game also makw=es a game a game really engaging. To make my game interesting I will design it in such an asthectic theme that everyone would love to play. With higher score the game difficulties will also get increased.