Game Design Document

Fill up the following document

1. Write the title of your project.

GHOST HOUSE

1. What is the goal of the game?

exit the house

1. Write a brief story of your game.

a man enters the haunted house unfortunately. But he needs to find a way out of it without getting scared or eaten by the creatures.

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 | Player | Can move and collect keys |
| 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 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 | 4 Ghosts | Only move and scare the man |
| 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.

This game looks like typically the ones in horror movies. It consists of a scary ghost house and even scary ghosts.

How do you plan to make your game engaging?

As the player enters the house, the ghosts start scaring the man and make him to leave the house. Also when the man is left to find only one key, more ghosts start appearing.