Game Design Document

Fill up the Following document

1. Write the title of your project.

* ‘Spy Survival’

1. What is the goal of the game?

* Escaping enemies and getting to the princess.

1. Write a brief story of your game?

* A brave spy, sent by his king, is on a mission: to get to a lost princess

and save her from an evil king. But on the way, the evil king has sent

guards to stop him. The spy can take only three slashes and then he’s gone .Will he be able to dodge the guards and save the princess for his king?

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 | The spy | Run around to dodge the guards. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 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 | The guards | They have to stop the spy from getting to the castle |
| 2 | The princess | The ultimate goal for the spy |
| 3 | The Evil king | Scream, after the princess is gone; but he is the one responsible for sending the guards |
| 4 | The castle | The sign that the mission has been accomplished |
| 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.

How do you plan to make your game engaging?

* The spy can take power-ups and then use the power ups to fight the

guards; but only one power-up for one guard kick-off. The spy can survive

only three colliosions with the guards.