Game Design Document

Fill up the following document

1. Write the title of your project.

Thief Catcher

1. What is the goal of the game?

Goal is to reach the diamond

1. Write a brief story of your game.

In this game thief have to collect the keys to open the lasers when the lasers get open , there would be some goldbars that the thief have to collect and reach the diamond without touching with the thief.

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 | thief | Thief can reach to the diamond and win. |
| 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 | Police | Police can catch thief but police is non playing character |
| 2 | key | Key can open the lasers |
| 3 | diamond | Diamond make the thief win. |
| 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.

A picture containing text, indoor, bunch, different

Description automatically generated

How do you plan to make your game engaging?

I thought about the thief and police game that generally we play. By adding the images make the game more engaging.