Game Design Document

Fill up the Following document

1. Write the title of your project.

Memory Piano

1. What is the goal of the game?

Try to copy the notes that the computer plays.

1. Write a brief story of your game?

Jace, who loves playing the piano, doesn’t have a piano at home. He finds this game and enjoys it. It develops your memory and lets you play the piano!

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 | Piano keys | You have to click on the keys to play them |
| 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 | Computer | Plays the keys for us |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

Basically, there are piano keys. The computer will play them and they will turn red. The player has to play the keys that the computer played and if they are correct is displays a message and if they are wrong it will do the same thing.

How do you plan to make your game engaging?

It is going to be difficult and the player would not want to give up. Also there are piano sounds so it will make the game more fun.