Game Design Document

Fill up the following document

1. Write the title of your project.

Save Water

1. What is the goal of the game?

To make everyone aware the importance of saving water

1. Write a brief story of your game.

A man forgot to close the tap and water is running out. He has a energy level and the more he walks, the more he will lose his energy and become slower. He starts walking to an unknown place and his energy is very low. There will be hurdles for him to dogde. If he does not drink water his energy will not go up and at the end he will see a board with a text saying there is a shortage of water and he starts crying.

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 | Tap for drinking water | The water will either continue being wasted as the tap is left open or it will be closed and no water will be spilled. |
| 2 | A Person/ Main character. | This character can open the tap. He will change his animation based on the amount of energy left. |
| 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 | Hurdles | The main character should jump over the hurdles or the game will be over. |
| 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.

How do you plan to make your game engaging?

I plan to add hurdles to the game so that it will be more engaging for the people who are playing it. There will be game adaptivity to make the game harder and there will also be an end.