Game Design Document

Fill up the following document

1. Write the title of your project.

The title of my Project is Save the Castle

1. What is the goal of the game?

The Goal of the game is that You need to save the castle from the zombies and you get a gun to protect yourself and the castle and if you let 1 zombie in you loose a heart and if a zombie touches you, again you loose a heart. In total you get 3 hearts to survive, lets see how much you can survive.

1. Write a brief story of your game.

The story of the games is about, every night a zombie hoard comes to attack your village, you are the protector of the village and you need to defend it, you have 3 chances to defend it, if a zombie touches you, your chances get less and if a zombie goes into the castle, you loose another chance, lets see how much you can survive.

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 |  |  |
| 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 |  |  |
| 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?