Game Design Document

Fill up the Following document

1. Write the title of your project.

Sofia’s maze game.

1. What is the goal of the game?

Sofia want’s to win the cup.

1. Write a brief story of your game?

Sofia is a little girl . She had seen a cup. She walk towards the cup .

Suddenely a big sound and she was entered into a maze game . In the lot of obsatcles, monsters are there but some gold coins and the cup is at the end of the maze game . She likes the cup . So she had decided to win the cup .So we want to help the sofia . this is the brief story of my game .

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 | Sofia | It can move right, left, forward and backward |
| 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 | Gold coins | Reward for sofia |
| 2 | Monsters | To reduce the life for sofia . |
| 3 | cup | Reward for sofia |
| 4 | obstacles | To give difficult fir sofia |
| 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.

The background for this game is a cave . the sofia is in yellow and pink pant. The monster is in the dark green colour. The obstacles are in brown colour . There are some gold coins in square shape.

How do you plan to make your game engaging?

I add three lifes to sofia . and I make the game with some difficult and some easy ways .

I add monsters in some of the corners and if the sofia touches the monsters the life of sofia will decrease. This is all my plan to make my game engaging.