Game Design Document

Fill up the following document

1. Write the title of your project.

The Dungeon

1. What is the goal of the game?

To kill the enemy player / NPC

1. Write a brief story of your game.

Invaders have attacked you! Now it is upto you to save yourself as you collect power-ups and defeat the enemy gamer

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Zaro | Extra speed |
| 2 | Lander | Takes less damage |
| 3 | Peeper | Has more visibility |
| 4 | Boomer | Unkown (slow speed,less visibility) |
| 5 | Blood God | More damage |
| 6 | Teletubby | Stuns enemies |
| 7 | Sponker | Invisiblity |
| 8 | Jack | Normal character |

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 | Barriers | Obstructs players |
| 2 | Power-ups | Gives extra powers to players |
| 3 | Visiblity circle | Limits the visiblity of players |
| 4 | enemy | Opposes the player |
| 5 | Coins | Used to buy characters |
| 6 | Sounds |  |
| 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?

Adding an element of randomness along with new and exciting power-ups