Game Design Document

Fill up the Following document

1. Write the title of your project.

Zombie apocalypse

1. What is the goal of the game?

To get the antidote to cure the zombies

1. Write a brief story of your game?

There was a zombie apocalypse and you are one of the three survivors. You are sent on a

mission to obtain the antidote. Upon reaching the tower, you realize the laboratory is on the

fourth floor. The steps are broken and the elevator is out of order. You need to go to a

hardware store to get the correct parts to fix the elevator. Inside the hardware store, you

see it is infested with zombies and the ceiling is dripping acid. Be careful and don’t die.

You have to succeed to be the hero of the world

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | cars | Go across the road to try to run you over |
| 2 | monkeys | They are zombies in disguise they will kill you |
| 3 | dinos | They squish you under their feet |
| 4 | wizards | Help you by healing your wounds |

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 | stones | Nothing(just decor) |
| 2 | coins | Give you a jump boost |

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.

How do you plan to make your game engaging?