Game Design Document

Fill up the Following document

* Write the title of your project.

Draco the Knight

* What is the goal of the game?

To beat the witch and escape the tower

* Write a brief story of your game?

you are a knight who gets trapped in a tower by a witch.

You have to escape the tower before the witch prepares the spell to kill you

* 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 | knight | jump and move left and right |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | spikes | kill the player by sharpness |
| 2 | lava | kill the player by burning |
| 3 | witch | kill the player by spells |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

link to the current progress of the game:-

<https://kush9182.github.io/c-45-project/index.html>

How do you plan to make your game engaging?

making it a little bit hard so that people take it as a challenge