Game Design Document

Fill up the following document

1. Write the title of your project.

Curse of the Void King

1. What is the goal of the game?

To stop the evil “Void King” from destroying the world

1. Write a brief story of your game.

You live a normal life as a Knight untill your kingdom recieves word that the Void King has appeared mysteriously. You and 1 other Knight are sent on a journey to stop the Void King

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 | Knight 1 | Uses sword |
| 2 | Knight 2 | Uses Bow and Arrow |
| 3 | Prophet | Uses staff for magic |
| 4 | Alchemist | Uses potions |
| 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 | Spikes | Obstacle |
| 2 | Enemies | Kill player(s) |
| 3 | The Golden King | Helps players at castle |
| 4 | The Gatekeeper | Boss-like enemy at the end of level 2 |
| 5 | The Void King’s Guard | Boss enemy at the end of level 3 |
| 6 | The Void King | Main Antagonist |
| 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.

The game takes place in Medieval times, in a fantasy world abundant with magic.

How do you plan to make your game engaging?

Give the game in-depth story, and make it so that your choices matter to the story