Game Design Document

Fill up the following document

1. Write the title of your project.

* Zombie Escape

1. What is the goal of the game?

* To escape from zombies

1. Write a brief story of your game.

* Human is attacked by zombies and he/she has to escape from

them in order to avoid getting bit by them. If the person gets bit, then

he/she also becomes zombie and game over.

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 | Zombie | Attack human |
| 2 | Human | Escape from zombies |
| 3 |  |  |
| 4 |  |  |
| 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 | Food | Will keep human alive. |
| 2 | Water | Will keep human alive. |
| 3 | Shield | Will keep zombies 100m away from human and protect human in case of any emergency. It can be collected during the game and activated voluntarily by the user. |
| 4 | Outfit | On every level a new outfit will unlock for the human. |
| 5 | Levels | There will be a mission that needs to be completed to move to the next level. |
| 6 | Stick | When on clif, if any zombie hanging and human get caught then stick is used to chase it away.  At the beginning of the game 5 sticks will be provided to the user. Sticks will be provided at every level. |
| 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?

1. There will be a mission that needs to be completed to move to the next level.

2. On every level a new outfit will unlock for the human.

3. After every minute, the speed of the game will increase.