Game Design Document

Fill up the following document

1. Write the title of your project.

Escape

1. What is the goal of the game?

The goal is to survive the walls that are closing in and escaping through the holes in them

1. Write a brief story of your game.

You are abducted by hostile aliens for research on humans. They will

put you through lots of obstacles (walls). You have to escape their

captivity

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 | Test subject 001 | Jump, move forwards and backwards and jump down. Can also attack aliens if they press C and if they are touching the alien |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

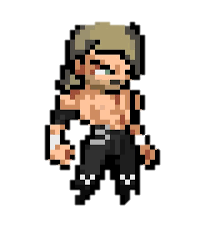
1. Which are the Non-Playing Characters of this game?

* 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 | Aliens | They can shoot lasers |
| 2 | Power serum | Allows player to move and jump faster |
| 3 |  |  |
| 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 the game scenes to show each of the playing and non-playing characters at least once.



Power serum

How do you plan to make your game engaging?

I will add texts and sounds to make the game responsive. I will also make the speed of walls faster as game progresses (adaptivity)