Game Design Document

Fill up the Following document

1. Write the title of your project.

The Golden Egg

1. What is the goal of the game?

You have to do tasks to get the Golden Egg

1. Write a brief story of your game?

Part 1:"Build the Golden Egg locater Before going on the expediture"

Part 2:"You're now on a expedition to find the Golden Egg which contains a special formula which contains Powers to rule the entire Earth"

Part 3:"You have Located the Egg 350 miles north of you through your Golden Egg locater"

Part 4:"You're within range to see the Golden Egg Reflecting the sun light but only to see that two other people are coming towards it"

Part 5:"You get closer"

Part 6:"You could see them marching"

Part 7:"You shoot at them"

Part 8:"They shoot at you back"

Part 9:"They Run away while you shoot to live another day"

Part 10:"You touch the Golden Egg Jumging up and down on you Victory"

Part 11"You Get transformed in to a immortal being"

1 narrator,1 pc,2 npc

Visual Studio - Database - Matter.js - P5.js:

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 |  |  |
| 2 |  |  |
| 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 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?