Game Design Document

Fill up the Following document

1. Write the title of your project.

Save Or Kill The Civilians

1. What is the goal of the game?

To open all doors carefully and save all five civilians.

1. Write a brief story of your game?

Shoot 8 teddy bears which will lead to a room in which there will be

clue which will lead you to an other room.

There will be three rooms and in the last that is the third room there will be a key which will lead to another room where the civilians have to be saved from.

The time limit is 30 minutes. If the civilians are saved in 30 minutes

they will survive but if they are not saved they will be killed by the

Enemies.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Civilian-Raj | Try to get saved |
| 2 | Civilian-Sam | Try to get saved |
| 3 | Civilian-John | Try to get saved |
| 4 | Civilian-Roger | Try to get saved |
| 5 | Civilian-Mahir | Try to get saved |
| 6 | Yourself | Save the civilians |
| 7 | Enemy-Steven | Not let the civilians survive |
| 8 | Enemy-Bridge | Not let the civilians survive |

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 | Gun | Which will be in your hand. |
| 2 | Key 1 | Which leads to second room |
| 3 | Key 2 | Which leads to third room |
| 4 | Key 3 | Which leads to the civilians room | |
| 5 | Bear 1,2 | Which will open 1/4 of the door |
| 6 | Bear 3,4 | Which will open 2/4 of the door |
| 7 | Bear 5,6 | Which will open ¾ of the door |
| 8 | Bear 7,8 | Which will open the full door |

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?

As one room opens the other room size will be increased and the

cupboard and drawers will also increase which will make it more difficult

for you to find the key and open all the doors.