Game Design Document

Fill up the following document

1. Write the title of your project.

The Trail Of Destiny!

1. What is the goal of the game?

RPG (storyline, reach the end while playing as a specific character)

1. Write a brief story of your game.

The game is about a protagonist who explores the deep dark forest

In hopes that he will attain salvation from his monotonous city life.

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 | The player | The PC |
| 2 | Might Add more later It is a single player RPG for now. |  |
| 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 | Annoying Dog | First enemy (introductory) |
| 2 | Main NPCs | Characters bound to the storyline. |
| 3 | Map NPCs | People to chill out with and may come with Mini quests |
| 4 | Bosses | Bosses, they fight you after every section… |
| 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.

I have a PPT on this! Will show in class :)

How do you plan to make your game engaging?

The game will be heavily inspired by undertale. I am planning to make a 2D game which is bound by a great storyline and a chillout retro themed music. Most games don’t care about whatever you do when slaying characters choosing paths, the outcome won’t change. In this game, EVERY single step performed by the player will have some or the other outcome. Every move they make will alter the game’s ending. I will also add many endings for the player to explore and will add the local storage feature to make a working save file.