Game Design Document

Fill up the following document

1. Write the title of your project.

The Wizard’s Great Escape!

1. What is the goal of the game?

The wizard must try to kill as many monsters as possible without being touched by one with his powers.

1. Write a brief story of your game.

After escaping the castle he was trapped in, a wizard must run through the forest while meeting some unexpected guests. The Wizard uses his powers to get through and kill as many monsters as he can.

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 | Wizards | He can walk around. |
| 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 | Monsters hurdles | Walk in a straight line. |
| 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 the game scenes to show each of the playing and non-playing characters at least once.

A picture containing map

Description automatically generated

How do you plan to make your game engaging?

I am going to add a score system, and as the game goes on, the monsters spawn in more quickly.