Game Design Document

Fill up the following document

1. Write the title of your project.

Quidditch

1. What is the goal of the game?

Harry has to catch the Snitches, dodging the bludger.

1. Write a brief story of your game.

It’s the Quidditch finals! Harry is playing for the Gryffindor team, against the

Ravenclaws. He has to catch the Snitches(golden winged balls) and avoid

getting hit by the Bludgers(jet black balls), which might injure him badly if

hit for more than 3 times. Can he make Gryffindor win?

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 | Harry | Move up and down with the mouse movement. |
| 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 | Bludgers | Gets spawned at random positions and make the game stop when collided with the playing character. |
| 2 | Snitch | Gets spawned at random positions and has to be caught by the playing character. |
| 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.

The game is played in a pitch, outside in the grounds. There are ususally 2

teams with seven players in each team. The three chasers catch a red

ball(Quaffle) and throws it through a hoop to score 10 points, the keeper

tries to prevent a goal, the two beaters make the bludgers hit a player of

the opponent team and the seeker catches the Golden Snitch to score 150

points. But in this game, there is only one playing character, the

seeker(harry), who has to catch the snitches, which will award him 10

points and avoid the bludgers which will deduct one life. In total, there are 5

lives. If harry can score 500 points avoiding all the bludgers, the the game

ends and he wins, else the opponent team wins.

How do you plan to make your game engaging?

I plan to make the game engaging by using chance vs skill. The player has

to use his/her skill to move Harry so as to avoid getting hit by the bludgers.

And the spawning of bludgers and snitches has to be left completely to

chances.