Game Design Document

Fill up the Following document

1. The title of my project is ‘ChemExpert’
2. The goal of the game is to win the most no. of coins by completing three tasks related to chemistry.
3. The player is given three tasks related to chemistry. He/ she has to complete those in the least possible time to win coins and the game.



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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Louis Rutherford | Solve the tasks given in the game. |
| 2 | Ernest Mendeleev | Solve the tasks given in the game. |
| 3 | Dmitri Pasteur | Solve the tasks given in the game. |

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Mr. Atom | Give tasks to the players |

How do you plan to make your game engaging?

I will make the tasks nor too difficult nor too easy. I’ll keep interesting rules of getting coins. I’ll make all the characters look a little funny.