Game Design Document

Fill up the Following document

1. Write the title of your project.

Pac – Man (Among Us Version).

1. What is the goal of the game?

To get all the flags and win.

1. Write a brief story of your game?

I thought of making a game like Pac – Man in modified version.

I made this game because a game named Among Us became very famous for Android and IOS gaming so I thought of using the characters and make this game.

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 | Orange Character. | It has to collect all the flags and win the game. |
| 2 | Blue Character. | It moves around and prevent the Orange Character from collecting the flags and win the game. |
| 3 | Black Character. | It moves around and prevent the Orange Character from collecting the flags and win the game. |
| 4 | Red Character. | It moves around and prevent the Orange Character from collecting the flags and win the game. |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 | Flags. | It stays in its place and when the Orange character touches it , it disappears and gives 1 point to the orange character. |
| 2 | Walls. | It stays and divides the area in which the flags are kept. |
| 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 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?