Game Design Document

Fill up the following document

1. Write the title of your project.

“ Sea Diamond Chaser ”

1. What is the goal of the game?

Chasing and taking the diamonds and jewellery of the sea .

1. Write a brief story of your game.

A sea queen named Vera has lost her all the property and kingdom

because she was cheated by her cousins . Now to again live a wealthy

life she is trying to take all the jewelleries and other valuable things from

the moving sea treasure path . But there are some guardians of this

treasure are trying to protect it , to do this they have mixed some sword-

like things with treasure to confuse Vera , and also some dangerous

creatures will try to collide with her ,in the flow if she will touch   
 these things then she will lose her lives gradually . Therefore, now she

needs to be very careful and take the jewels….

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 | Vera | She can move up and down |
| 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 | Diamonds | Move towards left continuosly and get destroyed when collided by Vera |
| 2 | Jewelleries | Move towards left continuosly and get destroyed when collided by Vera |
| 3 | Swords | Move towards left continuosly and get destroyed when collided by Vera |
| 4 | Sea world | Move towards left continously .(It will be a continuosly repeating image to form an endless path) |
| 5 | Life bar | It will not move , but decreases as the queen collides by swords |
| 6 | Score | It will not move , but  increases according to a formula given ,when  she collides with jewels and diamonds |
| 7 |  |  |
| 8 |  |  |

1. 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.

1. How do you plan to make your game engaging?