Game Design Document

Fill up the following document

1. Write the title of your project.

***The Child Of Prophecy***

1. What is the goal of the game?

***The goal of the game is to beat the villians by dodging their* *moves(shuriken,etc) and themselves and achiving the highest Score.***

1. Write a brief story of your game.

Once there was a child who had a great **father** and **Mother** . His both parents died protecting the Village called **KONOHA** . He was used as a vessel to inhertiate ***The Nine Tailed Fox .*** His powers were beyond anyone’s and everyone in the village was frightened of him. His goal was only one to be seen as a normal guy in the village and everyone talking about him in a good way.Though this was hard because as there were many villians who tried to defeat Naruto.

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 | Naruto | Move up, down, left, right |
| 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 | **Itachi** | Hit naruto (5 lives = 3 life |
| 2 | shuriken | Burns naruto for a set of time (5 lives = 4 lives) |
| 3 | Fire ball jutsu | Hit naruto |
| 4 | Ametarasu | Burn naruto into ashes (5 lives = 0 lives) |
| 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.

How do you plan to make your game engaging?

***By adding sound effects and Animations(Great viuals)***