Game Design Document

Fill up the following document

1. Write the title of your project.

Night Ninja

1. What is the goal of the game?

The player (ninja), has to get past obstacles (punching bags or karate gloves) that may come in his way and earn belts.

1. Write a brief story of your game.

You are a ninja who aspires to pass his karate test and become a

master ninja. To do this, you have to get past a few obstacles and

earn belts ( white, yellow, blue, green and black) . Once you reach black belt, you become a certified master ninja!

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 | ninja | He can jump over obstacles as well as duck under them. |
| 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 | Punching bag | If you are hit by the punching bag, your test is over and you fail it! |
| 2 | Karate glove | If you are hit by the karate glove, your test is over and you fail it! |
| 3 | Karate belts | If you collect a belt, you are one step closer to becoming a master ninja |
| 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.

How do you plan to make your game engaging?

After a point, the obstacles come faster and faster. This makes the player more focused and careful on whether he has to jump or duck as he has very less time to decide.