Game Design Document

Fill up the following document

1. Write the title of your project.

The Riddle Maze

1. What is the goal of the game?

The goal of the game is to reach the end of the maze.

1. Write a brief story of your game.

To prepare for a riddle test in school, you have to play this fun game and solve all the riddles to get to the end. All the coins must be collected as bonus. By reaching the end of the maze, you will have succesfully completed the quiz with flying colours!

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 | Y/n | Can move and collect coins, can answer questions to reach the end |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

Y/n= your name

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 | Coins | They can be collected by player |
| 2 | Walls | They act like barriers |
| 3 | Riddles | They test the knowledge of the player. |
| 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?

My game will have riddles that are to be answered by the player to finish the game. These brainteasers sharpen the mind of the player.

This game is intended for desktop, laptop or PC.