Game Design Document

Fill up the following document

1. Write the title of your project.

Pocket India.

1. What is the goal of the game?

To teach the users about all the states of India in a question form.

1. Write a brief story of your game.

First of all there’ll be a login page where the user will login so as to keep there progress secure. In case the person is a new user then at the bottom of the login form there will be a hyperlink to go to the sign up form.In the sign up form there are 4 inputs: Username, Your State, Password and Confirm Password. When the user signs in then he is redirected to the login page where he has to login. When the user logs in then there will be a page in which there will be blocks in which there will be names of states and all the states will be locked except the one that was chosen be the user when he was signing up. When the question in the state chosen by the user is completed then the next state will get unlocked. Like this it will go till the last state is completed. When the last state is also completed, then the will be a message saying, “You have completed the game, We hope you gained a lot of knowledge through this game”.

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 |  |  |
| 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 |  |  |
| 2 |  |  |
| 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 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?