Game Design Document

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**Game Name** – Candy Crafter

**Story** – Game would be a story of a candy factory where the candies need to be packed together in a set of more than two. Various constraint factors must be met on each level, and the candy factory has to meet the consumer demand on every level.

**Game Play** –

The game would be a 2d platformer where on the first level we have a limited number of workers (i.e. that is a limited number of moves) in the factory to pack the candies. Workers have to try to pack the maximum number of the same type of candies together to maximize the profit.

On the second level, the Objective of the game remains the same, but some un-acceptable candies are produced which are represented in the form of bubbles. Workers have to pack the candies and at the same time remove the un-acceptable candies too.

On the third and the final level, we have a time constraint (i.e. there is limited time) to adhere to as well as maximize the profit by packing the maximum number of candies together.

**Game Design** – Background will be a candy factory theme.

**Player Control** – Packing of similar candies can be done using touch screens in an android phone.

**Obstacles –**

Level 1 – Limited number of moves

Level 2 – Limited number of the move while removing all the bubble s

Level 3 – Limited time constraint