Game Design Document

Fill up the Following document

1. Write the title of your project.

TRAP ADVENTURE

1. What is the goal of the game?

TO DODGE THE OBSTACLES AND EVERY FOURTH OBSTACLE IS A TRAP AND NO ONE WILL KNOW WHEN IT WILL COME

1. Write a brief story of your game?

THE MAIN CHARACTER OR THE STICKMAN IS ON AN ADVENTURE

OF SAVING THE PEOPLE FROM A MYSTERIOUS DISEASE

THE CURING SPELL

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | STICKMAN | JUMP DODGE THE OBSTACLES |
| 2 | WIZARD | CAN KILL ENEMYS BY THROWING FIRE BALLS |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

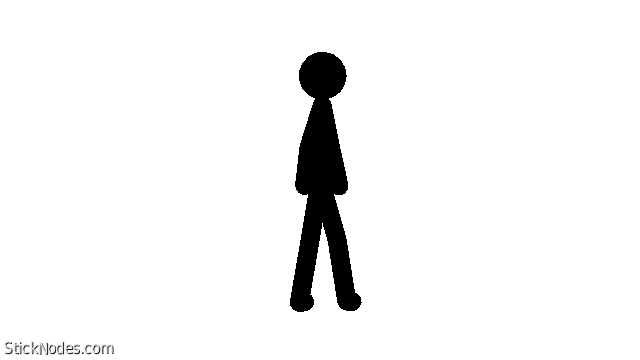
1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | TRAPS | TELEPORTS THE PLAYER TO ITS INITIAL POSITION OR THE STARTING POSITION |
| 2 | SPIRIT | KILLS THE PLAYER |
| 3 | STONE BLOCKS | THE BLOCK WHERE THE PLAYER CAN STAND |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.



How do you plan to make your game engaging?

THE PLAYER WILL UPGRADE ITSELF AFTER A CERTAIN SCORE AND THERE WILL BE FLYING ENEMYS THAT WILL ATTACK THE PLAYER AND IT IS AN ENDLESS GAME