Game Design Document

Fill up the following document

1. Write the title of your project.

THE MAZE GAME

1. What is the goal of the game?

Complete the game to get the treasure.

1. Write a brief story of your game.

One boy loved to play maze games, so he went to an island for the

Maze. He found treasure there. Can you help him to get the treasure?

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 | Boy | Move |
| 2 | zombies | Attack the player |
| 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 | Coins | Increase the score by 1. |
| 2 | treasure | Complete the game. |
| 3 | diamond | Increse the score by 5. |
| 4 | walls | Avoid the character to move hera and there. |
| 5 | fruit | Increase the health of player. |
| 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?

Adaptivity :-

Increase the movement of the zombies during the night.

Increase the quantity of zombies during the night.

If zombies touch the boy, life will decrease.