Game Design Document

Fill up the Following document

1. Write the title of your project.

Candy Land

1. What is the goal of the game?

To collect maximum candies

1. Write a brief story of your game?

We have to collect all the candies in candy land. But there is a

Problem, corona virus has entered in candy land also, so don’t collect candies with corona virus.

If you by mistake collect it then we have five drops of sanitizer which can save us five times being killed.

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 | basket | Move with arrows to collect the candies |
| 2 |  |  |
| 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 | candies | Fall from sky(collect them). |
| 2 | Candies with corona virus | Fall from sky(don’t collect them). |
| 3 | Drop of sanitizer | Save a life |
| 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?

I have planned engaging my game giving scores and also extra 5 lives for the player.