Game Design Document

Fill up the following document

1. Write the title of your project.

AMBULANCE GO

1. What is the goal of the game?

THE GOAL OF THE GAME IS THAT THE AMBULANCE HAS TO REACH THE PATIENT IN TRAFFIC AND THERE ARE SOME RULES THAT THE AMBULANCE HAVE NOT TO CROSS THE SPEED LIMIT OF 80 KMPH AND THERE IS A TIME LIMIT OF 20 MIN

1. Write a brief story of your game.

THERE WILL BE AN AMBULANCE THAT HAS TO REACH A PATIENT WITHIN THE TIME LIMIT OF 20 MIN.AND THERE IS A SPEED LIMIT OF 80 KMPH AND THERE WILL BE TRAFFIC WHICH WHEN THE AMBULANCE HONKS IT CHANGES ITS LANE

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 | AMBULANCE | PC |
| 2 | CARS | NPC |
| 3 | BIKES | NPC |
| 4 | PATIENTS | NPC |
| 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?