Game Design Document

Fill up the following document

1. Write the title of your project.

The Survivor

1. What is the goal of the game?

To survive until he got a help

1. Write a brief story of your game.

Marc was travelling to America during his journey the plane unfortunately get crashed and he got stuck on an island and need to survive from the wild animals and wait until he get a help!

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 | Marc | He need to survive on the island |
| 2 | snakes | Can bite Marc |
| 3 | Tigers | Can kill Marc |
| 4 | bear | Can kill him |
| 5 | Crabs | Can be eaten |
| 6 | sharks | Can kill him |
| 7 | Dangerous ants | They can give him poison |
| 8 | Ben | Helper |

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 | Bananas | Can be eaten by Marc |
| 2 | Poisonous mushroom | This can instantly kill marc |
| 3 | Rocks | Can make Marc fall |
| 4 | Treasure | Score |
| 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.

Marc would be going to America and his plane will be crashed and he will land on an island where he need to survive with a lot of danger and he will wait for someone to come and help him

How do you plan to make your game engaging?

I will add coins as the treasure in the game and there will be levels by which marc could find a way to escape this will be how my game will look