Game Design Document

Fill up the following document

1. Write the title of your project.

LED wheel

1. What is the goal of the game?

To create an LED ring so character can board the magic carpet using the ring for directions.

1. Write a brief story of your game.

Your stuck in the middlands and the only way to travel back into the city is via magic carpet. In order to achieve this, you have to collect all 10 LED lights and then answer a question once you reach each one to create a ring. Once this ring has been created your character is able to spin the wheel so that they can board pass to the magic carpet.

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 | Alex | Complete the game |
| 2 | wizard | Boarding onto magic carpet |
| 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 | Red LED | Be collected to form the ring |
| 2 | Green LED | Be collected to form the ring |
| 3 | Blue LED | Be collected to form the ring |
| 4 | Yellow LED | Be collected to form the ring |
| 5 | Purple LED | Be collected to form the ring |
| 6 | Ring | Be made |
| 7 | Magic carpet | To transport |
| 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.

A picture containing graphical user interface

Description automatically generated

How do you plan to make your game engaging?

* Having wizard’s speech bubbles
* Anwering questions to earn LEDs
* Dragging and dropping LEDs