Game Design Document

Fill up the following document

1. Write the title of your project.

THE ARTIFACT

1. What is the goal of the game?

Protect the artifact from the robber and

Reach get to the helicopter a 1000m ahead

1. Write a brief story of your game.

You are archeologist who dicovered an ancient artifact.But your teammate turns out to be a robber.

He wants to steal the artifact from you and wants to sell it to the black

Market.

You ran away with the artifact into a jungle to protect it from the robber.You want to reach to your helicopter before the robber catches

you.

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 | Archeologist | He is protecting the  Artifact from the robber |
| 2 | robber | Wants to steal the artifact from the archeologist |
| 3 | tiger | When seen the archeologist it will attack the him. |
| 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 | rocks | If archeologists touch it he will fall and robber will steal the artifact |
| 2 | background | To show the jungle |
| 3 | score | To show how far the player has reached |
| 4 | bullet | Every 10 seconds the robber will shoot a bullet.if bullet touches the archeologist.The robber wins |
| 5 | bridge | Connects to the next layer |
| 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?

This game wants to increase calculation and planning in the player as he has to face difficult situation