Game Design Document

Fill up the following document

1. Write the title of your project.

Tooth ache

1. What is the goal of the game?

The goal of the game is to learn about proper dental hygeine and you must avoid the decayed tooth monsters.

1. Write a brief story of your game.

You are a tooth which Is getting cahsed by decayed tooth monsters,

If you get caught then you must quickly make your way to the dentist.

Fail to do so you lose a life, there will be 2/3 lives.

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 | Tooth | Move left, right, up and down |
| 2 |  |  |
| 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 | Dental buildings | They stay still, if we have time we can make them move |
| 2 | Decayed teeth | They move in random directions in the maze – if they touch one of the maze pieces then they start again. |
| 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?

I will add questions about dental hygiene if you have to go to the dentist too many times, if the question is answered correctly then you get a certain amount of points.