Game Design Document

Fill up the following document

1. Write the title of your project.

Find the treasure

1. What is the goal of the game?

To complete the different levels and find the treasure

1. Write a brief story of your game.

You were on a vacation in Hawaii at your grandpa’s place and you were helping him clean the attic when you found a map in a very old book. So being quite the explorer you packed all the requirements and went on to find it. You took your grandfather’s boat and you were just travelling when an 8 legged octopus lady named Ursula came out of the sea and she is trying to destroy your boat so you need to cut all her legs using a sword after completing this level another girl who was trapped by Ursula will be free and she will help you complete the quest then in the next level you will reach an island where when u will be travelling the forest you will notice snakes , bugs and coins you will have to kill the bugs and snakes and collect the coins. Then in the third level you will reach a cave where you will get some situations and some choices and you hv to make the right one and at the end you will reach the treasure.

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 | gaston | It can fight with a sword and run and jump and swim and boat ride. |
| 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 | uma | Help you in the journey |
| 2 | ursula | Villain try to kill you |
| 3 | Sea and fishes |  |
| 4 | Stones and forest and boat |  |
| 5 | Cave |  |
| 6 | Bugs and snakes | Pop out of the trees and bushes |
| 7 | coins |  |
| 8 | treasure |  |

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?

By making the level more difficult ever and using game adaptivity.