Game Design Document

Fill up the Following document

1. Write the title of your project.

MODIFIED PAC MAN

1. What is the goal of the game?

The player will move around a maze , will collect goodies , kill the monsters after that the biggest monster will come from his cave and then our player has to kill him then he will win.

1. Write a brief story of your game?

Our player was tricked by his best friend .And his best friend wants him dead , so he tricked him and sent him into a maze where he has to kill monsters and collect goodies from which he will get points If he succeeds he will be out of the maze otherwise there is always a next round …

As they say “GAMERS NEVER DIE, THEY RESPAWN”

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | PLAYER | CAN KILL THE MONSTER |
| 2 | MONSTER 1 | CAN KILL THE PLAYER |
| 3 | MONSTER 2 | CAN KILL THE PLAYER |
| 4 | MONSTER 3 | CAN KILL THE PLAYER |
| 5 | MONSTER 4 | CAN KILL THE PLAYER |
| 6 | MONSTER 5 | CAN KILL THE PLAYER |
| 7 | MONSTER 6 | CAN KILL THE PLAYER |
| 8 | FINAL MONSTER | CAN KILL THE PLAYER |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 |  |  |
| 2 |  |  |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?