Game Design Document

Fill up the following document

1. Write the title of your project.

The Quidittich

1. What is the goal of the game?

Ron has to beat malfoy in quidittich game and get the golden snitch

1. Write a brief story of your game.

While watching the Harry Potter series I became a huge fan of the character Ron Weasely and I always wished for Ron to beat Malfoy in a quidittich who is also another character from the Harry Potter series.

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 | Ron Weasley | It can fly , it needs to get the golden snitch in the limited 3 lives that it gets, the character gets to cast a spell which can make the pc still for some time |
| 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 | Draco Malfoy | The competitor of Ron weasely and will try to prevent ron weasely from catching the golden snitch |
| 2 | The Dementors | They will try to make Ron weasely fall of his broom by sucking out his memories |
| 3 | The bludgers | They will try to knock off ron weasely from his broof by either hitting the broom or breaking the broom |
| 4 | Golden Snitch | It’s a fast moving ball and whoever catches it wins the quidittich game |
| 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.

A picture containing text

Description automatically generated

A picture containing text, grass, green

Description automatically generated

How do you plan to make your game engaging?

By making the game more challenging, putting more npc characters, providing only 3 lives to the player to make it more harder to win and increasing the velocity of the golden snitch.