ITJ5OIHUGame Design Document

Fill up the following document

1. Write the title of your project.

Venture Along

1. What is the goal of the game?

Ans. The goal of the game is to defeat all the monsters and master skills in the game

1. Write a brief story of your game.

Ans . You are in a wild jungle filled with dangerous monsters at the same time with some villagers which will help you in fighting the monsters. You have to make your way making things and then defeating the monsters which will unlock some skills which you can later use in the game. You have master all you skills in order to become the Winner of the Game

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 | Survivor | You are the survivor in the game in which you have to kill monsters |
| 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 | Villagers | These people will help you in mastering skills so you can defeat the monsters easily |
| 2 | Monsters | They can stop you from winning the game , and can also kill the villagers which will help you in winning the game |
| 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?

Ans. I can make the game engnging by opening new extent to master your skills so that the player is eager what the next skill will be. Basically I can make the enganging as the its an open world game