Game Design Document

Fill up the Following document.

1. Write the title of your project.

Fetch the Diamond.

1. What is the goal of the game?

The player should fetch the diamond by crossing obstacles.

1. Write a brief story of your game?

The protagonist enters a space which contains gold and diamonds.

The diamond is placed at the center of the space. He moves in the spaces

and see his enemies. How he escapes from his enemies a reach the

diamond is the game. He also can get weapons from shop by using the

coins that are collected and use it on his enemies.

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 | The protagonist | Fetch coin and diamond,can shop |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 | monsters | Stop man from taking coin |
| 2 | coins | Gives value to purchase |
| 3 | diamond | End point of game |
| 4 | Shop | Helps to buy products |
| 5 | weapon | Helps to destroy the monster |
| 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.

A picture containing text, antenna

Description automatically generated

How do you plan to make your game engaging?