Game Design Document

Fill up the following document

1. Write the title of your project.

Two robbers in a lane

1. What is the goal of the game?

Robbing the house and exiting.

1. Write a brief story of your game.

Two robbers (you and your friend), try to rob a rich person’s house. The house has multiple floors and rooms. The jewellery, gold and diamonds are scattered throughout

the house. Watch out for guards and the dogs! If they find you, it’s game over. You can hide in vessels and cupboards.

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 | Theif 1 | Rob |
| 2 | Theif 2 | Rob |
| 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 | Guards | Guard |
| 2 | Dogs | Guard |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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.

There will be dark rooms. There will also be walls and stairs to go to other floors. I will use a game camera. The leaderboard will be shown on the top left. If a certain number of jewellery has been collected, the player will be given a key to escape. If he succesfully does this, they win.

1. How do you plan to make your game engaging?

More and more guards and dogs will be engaged by the owner of the house. You will have the ability to become invisible for a short time. You can blow a whistle to distract the

guards.