Game Design Document

Fill up the following document

1. Write the title of your project.

Jackmeds

1. What is the goal of the game?

Here you have to cross all levels or obsticals to get close to your goal of your game to save your family members ,who were attacked by some robots and get missed by disasters. In this your rank will be marked to be as awarded by points or advantages.

1. Write a brief story of your game.

In this here is a child named as Jack study in class 7 .He lived with his family ,His father named as Dr. Wilhelm he is a psychologist .His mother named as Miss Olivia ,she is an banker and his younger sister Shira study in class 3 .They are very happy with altogether but ones upon a time Robots attacked on they city Algiria and get prisions on the people ,including his family too.But accept him no one is safe in Algiria ,According to Past he is a brave boy who can save his family and Algiria from Robots.To save his family he have to play some rounds like pin-pong,football,angrybird,monster kill etc. lets help to save his family and Algiria from Robots.

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 | Jack |  |
| 2 | Robots |  |
| 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 |  |  |
| 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 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?