Game Design Document

Fill up the following document

1. Write the title of your project.

**Ghost Hunter**

1. What is the goal of the game?

The goal of the game is to find the ghost when you reach a particular score.

1. Write a brief story of your game.

The ghost has been causing many unnatural phenomena in the hunter’s house and the hunter is trying to find what has been causing it. He found the ghost and he is trying to hunt it down.

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 | Hunter | jump |
| 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 | Lanterns | It increases the score by 5 every time the hunter collects it. |
| 2 | Logs | It is like a hurdle where the hunter must jump over it. |
| 3 | Dark clouds | Just a part of the background. |
| 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?

I will make it interesting by making obstacles like logs and we can get more points or score by collecting lanterns.