Game Design Document

Fill up the following document

1. Write the title of your project.

= Rupunzel in the maze

1. What is the goal of the game?

= The goal of the game is to rescue Rupunzel out of the maze. You have to find a way out of the maze by using you sense of direction. In that way, you could rescue Rupunzel and also increase your sense of direction. You also have to be careful of those men who kidnapped Rupunzel.

1. Write a brief story of your game.

= Princess Rupunzel is kidnapped by the king of Saporia (a neighbouring kingdom) and they have kept her in the impossible maze which no one could solve. They have also kept some men as to keep a watch on the way. You being the agent of the kingdom Corona (the kingdom whose princess is Rupunzel), is assigned on a task to rescue Rupunzel.

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 | Player | Can move with the help of arrow keys |
| 2 | Enemies | They have velocity and can kill the player if they touch him/her. |
| 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 | Rupunzel | It can just stand still. |
| 2 | Walls | It can just stand still. |
| 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?

If the players touches any one of the enemy, the player will get killed. I can also give the same command to the walls or the boundaries of the game.