

Game Design Document
Fill up the following document

1. Write the title of your project.

Crystal's Underwater Escape

2. What is the goal of the game?

The mermaid (Crystal) needs to get to the surface of the water without getting killed by the pirates with as much gold/treasure as she can get.

3. Write a brief story of your game.

Crystal, a mermaid, was trapped underwater by Captain Rock. She escaped and tries to swim up towards the surface so she can get to her home. However, the captain's crew of pirates try to stop her from taking their treasure and escaping. Help Crystal navigate the way to the top!

4. 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	Crystal (mermaid)	She can swim upwards, avoid pirates, and collect treasure and hearts by moving left and right.
2		
3		
4		
5		
6		
7		
8		

6. 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	Pirates	They are spawned randomly to attack Crystal.
2	Treasure Chests	They are spawned randomly for Crystal to collect and gain points.
3	Jewels/Jewelry	They are spawned randomly for Crystal to collect and gain points.
4	Hearts	They are spawned randomly for Crystal, and count as lives she can use up.
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?

Since there is a score of treasure collected in the game, I think that will engage the player. Also, I will make it challenging because Crystal will be going kind of fast and as she gets closer to the surface, more treasure and pirates will be spawned randomly. Lastly, by making Crystal lose a life everytime she hits a pirate, it will make the player want to regain lives and successfully finish the game.