Game Design Document

Fill up the Following document

1. Write the title of your project.

Jewel Thief

1. What is the goal of the game?

The goal of the game is for the thief to collect as many coins and accumulate as much wealth as possible without getting caught by the police.

1. Write a brief story of your game?

The player plays the role of a thief who uses his mobility in the playing arena to escape from the cops and accumulates as much wealth. There would be a variety of jewels the thief (player) can accumulate and become wealthier.

1. Which are the playing characters of this game?

* Playing characters are the ones which respond to the user based on the input from the user
* Cars, monkeys, dinos, wizards etc, are the playing characters in the game.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Thief Choru | Run and accumulate jewels / cash and also escape from cops |

5. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Police | Simulated to attack the thief |
| 2 | Coins / Cash | Simulated in play area and thief can collect them |

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 scenes of the game to show each of the playing and non-playing characters at least once.

Here is the link to my prototype: <https://soorajsivaraman.github.io/Project44>

How do you plan to make your game engaging?

The game’s main engagement factor is how much the thief can accumulate jewels and cash without coming in contact with a cop. We would also be increasing the velocities / frequencies of jewels as well as the cop who want to nab the thief so that game becomes interesting. We will include variety of jewels as well with varying prices.