Game Design Document

Fill up the following document

1. Write the title of your project.

Doom for a Diamond

1. What is the goal of the game?

The goal of the game is to complete three levels successfully,the first level where you have to defeat the monster Creeper by getting hit by a meteor 5 times without getting hit yourself, the second one where you have to answer a riddle in 3 attempts, “What is global but also can be local?” The final level is where you have to balance the scales with a block balanced in the air in 3 mins to get the diamond before it is smuggled out of the country.

1. Write a brief story of your game.
2. You are trying to get the diamond from the tyrant monster Creeper in an attempt to sell it for a lot of money.
3. // This money could feed a town in poverty. You must complete three levels to get the diamond here.
4. // You must get Creeper hit 5 times with a meteor from an airstrike, make the scale balanced in 3 minutes or the mission will fail.
5. // Finally, you must answer who created this game.

You must answer what is global, but also local? You must complete these levels, the final one in 3 mins otherwise the diamond will be smuggled out of the country forever.

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 | Maxwell | He is smart and fast, he will be able to outrun the meteors and accurate to cut the rope for the final level. |
| 2 | Creeper | He owns this temple and is more resistant to meteors than a normal person. |
| 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 | Meteors | It falls down randomly to be a hindrance to the player and the creeper in the first level. |
| 2 | The Dirt Block | Needs to be balanced on the scale to finally get the diamond after the final level. |
| 3 | The Grass Block | It is on the scale already and needs to be balanced to get the diamond. |
| 4 | Scale | It needs to be balanced for the player to complete the final level. |
| 5 | Diamond | The diamond is the reward showing that the player has successfully completed the game. |
| 6 | Rope | Holds the dirt block in the air to be cut so the block can balance the scale. |
| 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 plan to make it engaging with different types of levels for players to enjoy and add elements such as a timer and meteors for players to enjoy.



Level 3

