Game Design Document

Fill up the following document

1. Write the title of your project.

Wizz Wizard

1. What is the goal of the game?

Defeat the enemy

1. Write a brief story of your game.

You have to collect the magic orbs, which give you strength, without

Loosing all 3 lives when you hit the obsticals. In the end, you have to

defeat an enemy who can only be defeated with a certain about of

orbs that you have collected.

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 | Wizard- PC | This character is controled by the player |
| 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 | Obsticals- NPC | This will decrease a life if the wizard collides with it. |
| 2 | Strength orbs- NPC | It will give the wizard streangth to fight the goblin |
| 3 | Ground- NPC | The ground is the background as well |
| 4 | Enemy- PC | The goblin has a certain amount of strength and it can only be destroyed with a certain amount of strength orbs collected by the wizard. |
| 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?

My game will be engaging because of the obsticals making it challenging and fun and the end will have a small fight.