Game Design Document

Fill up the following document

* Write the title of your project.

Deathmatch

* What is the goal of the game?

The player A.K.A the hitman has to kill a man

* Write a brief story of your game.

The hitman is promised 100,000 $ if he eliminates his newest

target who is a rich man who lives in italy and gets to know this

from sources and creates a death game which the hitman

should complete to reach the man

* 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 | Hitman | kill,move,open stuff |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | The man | shoot,hide and power |
| 2 | The kid | nothing |
| 3 | joe mama | joe mama |
| 4 | gaurds(12) | shoot |
| 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?

maze puzzles etc.