Game Design Document

Fill up the following document

1. Write the title of your project.

Queen of the blue sea

1. What is the goal of the game?

To find the immortal potion and treasure

1. Write a brief story of your game.

Pondrak vasudev is the king of the water world. Keshavi is the queen of the water world.They have two daughters Mohana and Alakshmi.Mohana is a very cunning girl.But Alakshmi is a innocent looking girl but she is more cunning than Mohana. Mohana and Alakshmi are in different planet.They both have to collect treasure and clues to find their way back home. And also they have to keep the immortal potion safe from others

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 | Pondrak Vasudev | He will give the clue to next challenge |
| 2 | Keshavi | She will supply materials |
| 3 | Mohana | She is the enemy |
| 4 | Alakshmi | She is the player |
| 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 | Arrows | It attacks the player or enemy depends on the mode of game. |
| 2 | Bombs | It attacks the player or enemy depends on the mode of game. |
| 3 | Gold coins | It earns the points for the player or enemy depends on the mode of game. |
| 4 | Diamonds | It earns the points for the player or enemy depends on the mode of game. |
| 5 | Clues | It hints the player or enemy depends on the mode of game for next challenge. |
| 6 | Treasure | It helps the player or enemy depends on the mode of game for facing challenge. |
| 7 | Maps | It helps the player or enemy depends on the mode of game to find the new challenges. |
| 8 | Crown | It indicates the player or enemy depends on the mode of game that who is the winner of the level. |

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 my game engagingby the following steps:-

* All levels are not same genre.
* Each level has a different game .
* By increasing the levels the crowns will be changed.
* Each level has an advantage and disadvantage.
* Each level has a different types of rewards.
* Each level has an message to the users.
* Each levelhas an unique purpose.
* After completing certain levels they will get a special reward from me which is sponsorshed by me .