Game Design Document

Fill up the following document

1. Write the title of your project.

WOLFESTEIN 3D

1. What is the goal of the game?

Reach to the maximum score till you could

1. Write a brief story of your game.

The npc’s wolud come come near the player and the player will kill the enemy and the wall would come and the player a sto doge it.

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 | Jack | My player |

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 | Enemy | Kill the player |
| 2 | Enemy1 | Kill the player |
| 3 | Enemy2 | Kill the player |

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.

Kind of Fps means First Person Shooter.

How do you plan to make your game engaging?

Kiling the enemy that and it will increase your score.