TGame Design Document

Fill up the following document

1. Write the title of your project.

The thiefs quest

1. What is the goal of the game?

The thief will have to get to a gem at the end of each level.

1. Write a brief story of your game.

Once upon a time there was a man named Jeremy and his family was strugling so he had to take matters into his own hands and become a thief to keep a roof over his familys head.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Jeremy | The character will be a sprite object and can be controled by the user and it uses arrow keys to move around and it will have its own image. |
|  |  |  |

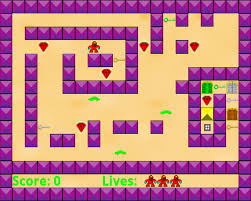
1. Which are the Non-Playing Characters of this game?

* 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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | obstacle | They will be a sprite and they will have there own image move around the map in a certain path way trying to catch the thief. |
| 2 | jewl | The jewl will be a sprite object and it will have its own image and it will be on a platform at the end of the level for the thief to collect. |
| 3 | laser | The laser will be a sprite object and move around in one direction and will end the game if the player touches it. |

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 by adding multiple lives of the main character and if you use up all of them then the game will be over. You will also be collecting gems and with those gems you can unlock new levels. Each level will also get progressingly harder as in there will be more obstacles and more ways for you to loose the game.

Skills-(there will be multiple hiding spots to prevent the thief from getting caught.)

Feedback-(When the thief will collect the gem the thief will get a score depending on how long it took them to finish the level and get the gem.)

-balance-(The more you progress through the levels the harder it will get.

My game will have 3 different levels different mazes.)

-selecting a platform-(Visual Studio)