Game Design Document

Fill up the following document

1. Write the title of your project.

The Boy With a Carpet

1. What is the goal of the game?

The Boy Has To Collect As Many Stars On The Way

1. Write a brief story of your game.

There is a boy named Sarvam. He lived in the ancient time,he once found a carpet in a cave.

There are many Stars in the way and he must collect all the stars in order for his family to survive

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 | Boy | Finding Lamp |
| 2 | His pet | Helping him |
| 3 | Thieves | Try To steal the Carpet |
| 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 | Villagers | Walk around |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 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.

Carpet Link: https://www.google.com/search?q=aladdin+with+carpet&rlz=1C1CHBD\_enIN927IN929&sxsrf=ALeKk01OtS6RQgPjn6HydRW3BGXkz3t2Ug:1616563542795&tbm=isch&source=iu&ictx=1&fir=xYqQ8ts1YQjuRM%252CueDfVfnT7P9ymM%252C\_&vet=1&usg=AI4\_-kQfVlZDXqI1MHRtORiUB\_FhXwnQYA&sa=X&ved=2ahUKEwjQ8OW9mMjvAhUr8XMBHVXBCBoQ9QF6BAgMEAE&biw=1536&bih=754&dpr=1.25#imgrc=xYqQ8ts1YQjuRM

https://www.google.com/search?q=alladin+in+village&tbm=isch&ved=2ahUKEwicl9nCmMjvAhWB\_3MBHUG8CBEQ2-cCegQIABAA&oq=alladin+in+village&gs\_lcp=CgNpbWcQAzoHCCMQ6gIQJzoECCMQJzoECAAQQzoFCAAQsQM6BwgAELEDEEM6AggAOgYIABAIEB46BggAEAoQGDoECAAQGFDd5wNYhoQEYKWIBGgBcAB4AIABqwKIAZEbkgEGMC4xNi4ymAEAoAEBqgELZ3dzLXdpei1pbWewAQrAAQE&sclient=img&ei=Yc1aYNziA4H\_z7sPwfiiiAE&bih=754&biw=1536&rlz=1C1CHBD\_enIN927IN929#imgrc=qV\_BqDHeECtIAM

How do you plan to make your game engaging?

To make it easy and hard at the same time