Game Design Document

Fill up the following document

1. Write the title of your project.

*“THE HARRY POTTER GAME”*

1. What is the goal of the game?

The goal of the game is to destroy the witches and stay away and protect itself from the bats.

1. Write a brief story of your game.

I will create a HARRY POTTER game in which HARRY will be PC and witches and bats are NPC. When Harry will touch or collide with the witches it’s animation will change and it will emit a laser beam to destroy the witch . If it destroys the witch then its score will increae to +2 but if it touches or collides witch the bats it will lose 1 life.

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 | Harry Potter | It will jump when the space key is pressed and will emit laser when it touches the non-playing characters |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

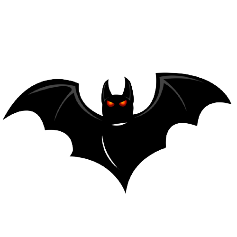
1. Which are the Non-Playing Characters of this game?

* 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 | bats | It will spawn after every frame count |
| 2 | witches | It will spawn after every frame count |
| 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.



How do you plan to make your game engaging?

I will add scoring system and improve it’s game adaptivity and will increase the difficulty after every level