Game Design Document

Fill up the Following document

1. Write the title of your project.

MYTHICAL MULTIPLAYER

1. What is the goal of the game?

TO WIN AND EARN NEW CHARACTERS AND MAPS

1. Write a brief story of your game?

At the start there will be a common character assigned to all players they will play with bots and earn points or kills as they earn more and more kills they will unlock more and more characters and maps after they have earned 3 characters they will be able to play multiplayer .This will make the game more engaging.

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Spirit boxer | Punch ,super Punch |
| 2 | Hero knight | Slash ,hilt hit |
| 3 | Cyclops | Boulder throw ,eye lazer |
| 4 | Minotaur | Axe swing, ground pound |
| 5 | Assassin | Dagger throw , invisibilty(temporary) |
| 6 | Shield droid | Lightning strike , energy shield |
| 7 | Wizard | Bomb spell, spell attack |
| 8 |  |  |

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

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Barrel bomber | Look like barrel ,throw bombs |
| 2 | Trash monster | Hide like trash heap ,garbage snap |
| 3 | The huge tooth | Canine snap |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

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