Game Design Document

Fill up the following document

1. Write the title of your project.

Donkey Kong

1. What is the goal of the game?

To save the princess

IT IS A SINGLE PLAYER GAME

1. Write a brief story of your game.

A titan kidnaps a princess and we need someone to rescue that princess

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.
* Mario

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Mario | It can travel Up, Down,Right and Left |

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

* Ghost1,Ghost,2Ghost3 and Ghost4
* Pellets

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | barrels | Dodge to earn points |
| 2 | Donkey Kong | Throws barrels |
| 3 | Princess | Hostage |
| 4 | Hammer |  |

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.

These are some pics which display how the game and the characters are going to look like.

How are you going to make the game engaging ?

Games engage the player on multiple levels by creating rewards, obstacles, and increasing levels of difficulty as the skill of player increases and this game contains all these aspects.

2 parts ..

Part 1 :

Eat all pellets

End : if(PacMan.isTouching===last pellet)

{

gameState=2

}

Part 2 (

Images = PacMan

Ghost

Ghost2

Ghost3

Ghost4

pellets