Game Design Document

Fill up the Following document

1. Write the title of your project.

The Maze Runner

1. What is the goal of the game?

We have to exit the maze.

1. Write a brief story of your game?

We have to exit the game with the arrow keys by moving in different

directions and opening the chests and killing the guards to access the

doors.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Maze Escaper | This is our character and we have to use this character to exit the maze. With this we can move to different directions and open chests and doors. And also we can kill the guards. |
| 2 | Guards | These are for the protection of the doors. They can kill us if we do not kill them under five seconds when we are in their vision. |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 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 | Weapon | This is used to kill the guards. |
| 2 | Key | This is used to open the door. |
| 3 | Secret Tunnel | This is used to teleport from one area to the other. |
| 4 | Door | These are used to exit the game and also, we can lose the game if we choose the wrong door. |
| 5 | Walls | These are used to block ways. |
| 6 | Food | This is used to boost up our health. |
| 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?

I plan to do this by adding interesting maze and interesting objects like the chests which gives the user to enjoy the game.