Game Design Document

Fill up the Following document

1. Write the title of your project.

Apollo’s Adventure

1. What is the goal of the game?

To save princess zleda can defeat ganondorf

1. Write a brief story of your game?

The player or Apollo is a reincarnation and he is reincarnated to defeat ganondorf and save zelda, and they will have to go through many villians and puzzles

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 | Apollo | * Move * Get things * Defeat villains * Finish the game |
| 2 | Villager | Tell the main character about things and move around |
| 3 | Villains | Attack the player and move around |
| 4 | Zelda | Nothing |
| 5 | Ganondorf | Attack apollo, move around |
| 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 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 |  |  |
| 2 | Villager | Tell the main character about things and move around |
| 3 | Villains | Attack the player and move around |
| 4 | Zelda | Nothing |
| 5 | Ganondorf | Attack apollo, move around |
| 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?

Giving the player a better sword and shield every time the player defeats a difficult villian