Game Design Document

Fill up the following document

1. Write the title of your project.

Dungeon’s hero

1. What is the goal of the game?

To get the friend back who was kidnapped

1. Write a brief story of your game.

Once upon a time there was a little village their lived our protagonist

With his friend. One day the ‘friend’ was kidnapped now he has taken

The sword in the hand and has gone to save his friend.

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 | Protagonist | Can be controolled by the user |
| 2 | shopkeeper | Can buy things from him |
| 3 | horse | Can ride on him |
| 4 | wizard | Will help from time to time |
| 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 | Enemy no 1 | Will come to attck the player |
| 2 | Enemy no 2 | Will come to attck the player |
| 3 | Enemy no 3 | Will come to attck the player |
| 4 | Snakelu(boss) | Can attack poison and uses melee attack on player |
| 5 | Kiban | Can attack furballs  On players to slow down and uses melee attack to beat them |
| 6 | End | Can use fireball and the attak given above(furball) and poison |
| 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.

This game will be type of artistic (can’t give spoilers right now)

How do you plan to make your game engaging?

I will use game adaptivity feedback for players to make the game engaging

As well as there will be a surprise in the game. And a starter pack