Game Design Document

Fill up the following document

• Write the title of your project.

Dawn

• What is the goal of the game?

Defeat the evil King

• Write a brief story of your game.

The world is taken over by an evil king, all the knights have been defeated except you. You must defeat him an his henchmen in order to save the world..

• 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 1

Character Name “Allion”

What can this character do?

1 He is a knight.

2 He can use a certain amount of magic.

3 He uses multiple melee weapons.

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• 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 Orc, is a brute class, and does aoe dmg. Has a ton of health, and does decent dmg.

2 Fawn, Is a sniper class, can shoot long range, and always keeps a distance. Doesn’t attack as often, but when it does, it deals a lot of dmg.

3 Goblin, is a scout class, has short range, but is really fast and attacks often. It deals decent damage and has average health.

4 Dragon, is a boss class, and has very long range and a lot of health. Has a different variety of moves. Can be a fire, poison, ice, dark, light, nature, water, or even crystal dragon. Each type of dragon has a unique its of moves.

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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.

How do you plan to make your game engaging?

To make it hard and make it require a lot of skill.