Game Design Document

Fill up the following document

1. Write the title of your project.

Leoz’s Quest Of Life

1. What is the goal of the game?

Goal to kill zoel after that freeplay.

1. Write a brief story of your game.

Story:

There is a man named leoz in a small village his goal it to defeat and kill his mortal enemy named zoel. Throughout his story he will go through certain stages to get to zoel’s mansion/base.

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 | Leoz | Can attack and use special abilities |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 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 | Zoel Master Of Lords | Can use powers |
| 2 | The Firelord |  |
| 3 | The Enchur Dragon |  |
| 4 | The Hogger |  |
| 5 |  |  |
| 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 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 add levels:

More monsters and creatures to kill,

Caves to concur and or defeat,

Bosses