Game Design Document

Fill up the following document

1. Write the title of your project.

Snake & Ladders

1. What is the goal of the game?

The goal is to reach the number “25”

1. Write a brief story of your game.

There is a man who want to reach his home.But the way is through a forest.It is a forest containing snakes but there are some shortcuts also.

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 | Player | Move forward according to the die |
| 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 | Snake 1 | Make the player go back to a specific position |
| 2 | Snake 2 | Make the player go back to a specific position |
| 3 | Ladder 1 | Help the player reach a specific position more easily |
| 4 | Ladder 2 | Help the player reach a specific position more easily |
| 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?

The game becomes engaging when the player returns to the older positions when it touches the snakes