

Game Design Document

Fill up the following document

-
1. Write the title of your project.

Mazeland

2. What is the goal of the game?

To get through the maze, collecting coins and get the jackpot at the end.

3. Write a brief story of your game.

Alice is going through the maze and is collecting potions and coins, while trying to avoid poisonous mushrooms.

4. 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	Alice	Playing character
2		
3		
4		
5		
6		
7		
8		

6. 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	coins	Give points
2	potions	Power ups
3	mushrooms	Lose a life
4		
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?

You can gain points by collecting coins, earn power ups with the potions and avoid the poisonous mushroom.
