Game Design Document

Fill up the following document

1. Write the title of your project.

Treasure Hunt

1. What is the goal of the game?

A person is trying to find the treasure.

1. Write a brief story of your game.

In search of treasure, a person enters a cave. He tries to find his way

Through, and faces the guards. Once he reaches the end of the cave,

He enters a room with the treasure gaurded by laser beams;

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 | Treasure Hunter | Tries to find the treasure. He can move around using arrow keys and injure the guard using the space bar. |
| 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 | Guards | They guard the treasure. Once they see the treasure hunter they catch him. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |