Game Design Document

Fill up the Following document

1. Write the title of your project.

Gold Collector

1. What is the goal of the game?

To collect as many gold coins as possible without touching the gold ore.

1. Write a brief story of your game?

Molly is an alien and it’s raining gold on her planet. She has got the task to collect gold coins for her family.

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Molly | Move left or right, collect gold coins |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Gold coin | Falling from the sky |
| 2 | Gold ore | On touching, it can destroy people. |
| 3 |  |  |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

There will be a beautiful background. We can move Molly by pressing the left or right keys. If the gold coin touches her, it means that she has collected it. If she touches the gold ore, the game would be over.

How do you plan to make your game engaging?

By having different levels with increasing difficulty and introducing new obstacles in each level.