Game Design Document

Fill up the following document

1. Write the title of your project.

Scuba Simulator

1. What is the goal of the game?

Collect as many keys as you can while avoiding obstacles

1. Write a brief story of your game.

A scuba diver went into the deep ocean to collect keys. He must avoid the dangerous animals and submarines in his path.

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 | Scuba | Move around, collect objects |
| 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 | Jellyfish | Sting the diver and reduces his points |
| 2 | Submarine | Crash into the diver and reduces his points |
| 3 | Whale | Bumps into the diver and reduces his points |
| 4 | Keys | Collectable item that fetches the player points |
| 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?

There is a point system where every key you collect gives you points, and the exciting part is where you must avoid different obstacles to keep on swimming.