Game Design Document

Fill up the following document

1. Write the title of your project.

Vasu and the diamond

1. What is the goal of the game?

The Player Should go and touch the diamond box

1. Write a brief story of your game.

Vasu is being assigned a mission to take out the last blood diamond in the multiverse. The diamond is sealed in a box. Only Vasu can get the diamond because the box will open only if the owner / the member of the desikan family touches it. Our game will over as soon as vasu touches the box.

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 | Vasu | She can move and reach to the final destination. |
| 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 | Walls |  |
| 2 | Diamond Box |  |
| 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 the game scenes to show each of the playing and non-playing characters at least once.

https://studio.code.org/projects/gamelab/R6titWXV1WV8yTG6RLOILa9StUGZG3CIM\_CfVkpTpV4

How do you plan to make your game engaging?

We have to move the player “VASU”.