Game Design Document

Fill up the following document

1. Write the title of your project.

Minecraft Mario Edition

1. What is the goal of the game?

Defeat a dragon

1. Write a brief story of your game.

A player is summoned in a world first he punch down a tree to make wooden tools.Then goes in a cave to get cobblestone to make his stone tools.after that he explores that cave more it’s a very big one and get encounterd by some mobs that contineously spawn after some time and kill them and in the way he get iron to make his iron tools too. After that he comes back at the surface and see a portal and there a chest that contains flint and steel to light up the portal and a golden apple that can give him six extra health when ate. He ligths up the portal and go to a fortress made of red bricks of that dimension kill a creature called blaze and some endermans and combine loot droped by them to get endereye get back to normal world and find himself in a stronghold then he fill the frames there with endereyes and go to the end dimension get stumbled by a dragon he kill the dragon by hitting it many times and the goal is reached.

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 | Player name(pc) | Kill (npc),make tools |
| 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 | Villager | When killed give bread.  Non-hostile |
| 2 | Zombie | Hits (pc)  hostile |
| 3 | creeper | Explodes near pc  hostile |
| 4 | Blaze | Shoot fireballs  Set pc on fire giving it damage.drops blaze rod when killed.  hostile |
| 5 | Enderman | Teleports hit pc if hitted by pc,drops enderpearls when killed.  Hostile after hitting |
| 6 | dragon | Killed to reach goal |
| 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?

By giving easy hard modes,and speciacial had core mode.