Game Design Document

Fill up the Following document

1. Write the title of your project.

CORONA

1. What is the goal of the game?

To eat all the masks and sanitizers and score points

1. Write a brief story of your game?

There will be 4 corona viruses chasing the player. The player has to collect the masks and sanitizers. If they collect all the masks and sanitizers the level is completed. For each mask a point is given. For each sanitizer a point is given. If the player gets hit by any of the virus then he/she loses a life. If the player loses all his life then the game is over.

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 | The face | Can move around, score points |
| 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 | Corona | Move around like ghost |
| 2 | Blocks | As wall |
| 3 | Masks | Gives points |
| 4 | Sanitizer | Gives point |
| 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.

How do you plan to make your game engaging?

After each level the game becomes harder and the viruses become faster.