Game Design Document

Fill up the following document

1. Write the title of your project.

save the soldier

1. What is the goal of the game?

save the soldier

1. Write a brief story of your game.

there is soldier who is kidnepped by terrorists in there base. with high and tight security. one day he listen that next day only one security guard will be on duty. and it is the time to leave the terrorists base.

so we have to help the soldier to leave the base

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 | soldier | Run, kill enimes |
| 2 | Terrorist’s security guard | Work for terrorists |
| 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 | boxes | Makes cover for P.C. |
| 2 | Wood logs | Makes cover for P.C. |
| 3 | Broken walls | Makes cover for P.C. |
| 4 | walls | Makes cover for P.C. |
| 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?

level by level the quantity of security guards will increase

level by level the soldier will get some special powers.

after killing a guard the soldier will get a reeward like money, coins, etc..