Game Design Document

Fill up the Following document

* Write the title of your project.

Santa's Helper

* What is the goal of the game?

To get to 70 presents.

* Write a brief story of your game?

Time is running out in Santa's Factory and he needs you to help him. You have to press all the correct presents to win and save Christmas.

* 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 | Elf | press presents to help save christmas |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | wrong presents | show the number of wrong presents clicked |
| 2 | right presents | show the number of right presents clicked |
| 3 | presents | keep moving on convayer belt |
| 4 | convayer belt | move so that the presents can keep going |
| 5 | machines | help pump out the presents |
| 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?

To get the player press the presents and make sure they know the correct presents. When they don't win they should try again and again until they win.