Game Design Document

Fill up the following document

1. Write the title of your project.

Flee the facility

1. What is the goal of the game?

The goal of the game is to slingshot the person to touch the button without hitting any obstacles so the person can flee the facility

1. Write a brief story of your game.

Madhav has been trapped in the facility by his enemy when he was caught spying on them. Help Madhav flee the facility

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 | Madhav | You are this character.You have to slingshot him to help him escape. |
| 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 | Boss | The main Boss. He is carrying a gun and can shoot u. |
| 2 | Lackey’s | The lackeys are waving around a sword so u have to dodge that otherwise they will hit you. |
| 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.

On the screen there will be a background that looks like a facility. You will start at the bottom and the exit is on the top of the screen. There will be lackey’s spread out trying to attack you.Near the exit there is the boss who is bigger than the lackey’s and is way more powerful. He will be trying to defeat you also.

How do you plan to make your game engaging?

I plan on making my game engaging by doing different levels and on each level it makes the game harder. Once a certain number of levels is completed you will move on to a different map. One with a different background and different people.