Game Design Document

Fill up the following document

1. Write the title of your project.

Save the soilder

1. What is the goal of the game?

To save the soilder

1. Write a brief story of your game.

In the story soilder has completed his mission and he is going to his

Country border while going there will be many obstacles and pc need

To save soilder

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 | sound | He will tell instruction to pc |
| 2 | Background sound | Playing background song |
| 3 | Enemy soilder | To stop soilder |
| 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 | obstacles | To stop soilder |
| 2 |  |  |
| 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.

Image down side

How do you plan to make your game engaging?

There will be difrent obstacles and pc that will attack on the palyer

This will create some eager to win

And while in obstacle we will put some different equipment like gun, special shoes, some power etc

