

Game Design Document  
Fill up the following document

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1. Write the title of your project.

Vaillisa

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2. What is the goal of the game?

There is a king that is taken hostage and needs to be rescued

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3. Write a brief story of your game.

There is a soldier (player) who is told to rescue the king that had been taken hostage. She needs to fight off the monsters and enemies lurking within the castle walls.

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4. 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	Can ward off enemies using spells
2		
3		
4		
5		
6		
7		
8		

5. 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	Enemies	Try to stop the soldier from going ahead
2	Dragon	Soldier's biggest obstacle
3	Key	The component of the game that the soldier collects/wins to go to the next level
4	Spells	Method of attack from both enemy and soldier
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.
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How do you plan to make your game engaging?

There will be different monsters on different levels that become stronger as the levels increase. There would be a rewards system where the soldier gets a key at the end of level to go to the next and power ups if they perform a good move (the words Great Move! Or Amazing! Can pop up during the battle to motivate the player to play more.

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