Game Design Document

Fill up the following document

1. Write the title of your project.

The Gems Heist

1. What is the goal of the game?

The goal is to collect more number of rewards which will increase the score of Team 1 or Team 2 and also save themselves from the obstacles which will reduce their points. They can also attack the opponent team to reduce their point.

1. Write a brief story of your game.

The duel is played between 2 teams for gems. Whoever wins gets a reward

later and also the gems collect during the game are theirs to keep.

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 | Girl1 | Healer/ Defender |
| 2 | Girl2 | Attacter |
| 3 | Boy1 | Healer/ Defender |
| 4 | Boy2 | Attacter |

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 | bomb | harm |
| 2 | diamond | reward |
| 3 | smoke | harm |
| 4 | blast | harm |
| 5 | amethyst | reward |
| 6 | Sapphire | reward |

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?

I will try to attract players by showing how simple and easy the game is to

play. It will have less space in the device and can be played anywhere.

People can choose their own characters