Game Design Document

Fill up the Following document

1. Write the title of your project.

Break the rule’s

1. What is the goal of the game?

The player tries to see the real world and get to know about it

1. Write a brief story of your game?

Ok now the player is in an office where many people are been

Controlled by a mechanism .one person is getting out of the control

And don’t know where he is and what he is doing so he tries to escape From the office that time the other people in the office try’s to bring the player back to office so the player run’s into another building and to another office and at a point of time the player goes to the end of all building .he ends in an forest and after that the other people how are controlled by the mechanism stops in the end of the building .so now the player is free and try’s to see the place near the forest and try’s to get food to eat and a place to sleep so he finds a home were some people are been stayed so he goes in and say about how the was controlled and he escaped from the place the people in the house helps he and gives him a job, food and a place to stay the game ends here if wanted we can add many things

1. 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 | The player’s name | The character can run, jump, roll, stunts |
| 2 | Only one player |  |
| 3 | “ “ “ |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

THIS IS HOW I AM GOING TO DO MY GAME:

I am going to use vs code and database

WHICH LIBRARY: I think I will use matter.js.

HOW THE GAME FELL’S: The game feels adventurous and fun.

DESIGN: Half building and have forest.

5.Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones which do not have an action or a 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 | The other people how are controlled by mechanisms | Run, fight |
| 2 | bench | Stay still. |
| 3 | desk | “ “ |
| 4 | glass | Can break. |
| 5 | chair | roll |
| 6 | pillar | Can break |
| 7 | food | To eat |
| 8 |  |  |

6.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. Text

  Description automatically generated

7.How do you plan to make your game engaging?

Have many obstacles, points, make the other npc fast at a point of time,

Change in dress, add some new sound to make the player energetic

And if the player hit the obstacles add some comic words.