Game Design Document

Fill up the following document

1. Write the title of your project.

Escape the zombies

1. What is the goal of the game?

The shelter, and save the lost people

1. Write a brief story of your game.

There’s a man who is running towards a shelter, and many creatures

(mainly zombies) are trying to stop him. The man has a gun so he is able to

Shoot and kill zombies and spiders only, he has to jump over the stones

and snakes, and crouch under the arrows. He gathers people with him that he finds on the way to the shelter. You lose lives every time you get hit.

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 | man | Walk, jump, crouch, shoot the enemies |
| 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 | arrows | Attack the PC in the face |
| 2 | snakes | Attack PC from the ground |
| 3 | spiders | Jump onto the PC |
| 4 | stones | Attack PC in the stomach |
| 5 | zombies | Jump onto the PC |
| 6 | Lost people | Join the PC when he touches them |
| 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.

How do you plan to make your game engaging?

Chance and skill, adaptivity.