Game Design Document

Fill up the following document

1. Write the title of your project.

HousEscape

1. What is the goal of the game?

Get out of the house

1. Write a brief story of your game.

Aditya and Akshay are 2 friend where they are go to an unknown house for fun. But the Ghost was waiting for people and got the people as the friend and capture them in a room.

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 | Player 1 | Play all games |
| 2 | Player 2 | Play all games |
| 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 | Ghost | Scare and kill player |
| 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.

Room 1 : I have room 1 as level 1 where we had to answer all the quiz in hurry so that you can go to the next room or near the door.

How do you plan to make your game engaging?

I will add adaptavity In my game like there are 3 level as 3 room .For some fun will make ghost more serious or scary to make player to get out of the house .Or I added one line like

“ palyers don’t be late I am waiting for my meal (food) “.I see the reaction of some people when I tell the above line to them they said to me : “ that what we in an horro multiplayer game without violence .