Game Design Document

Fill up the following document

1. Write the title of your project.

NIGHTS

1. What is the goal of the game?

TO WIN THE KILLER AND TO ESCAPE THE DARK WORLD DIMENSION

1. Write a brief story of your game.

This game needs five character to start

Four survivors

1 killer

The killer job is to stop the survivors from escaping the dark world dimension

The survivors job to escape the dark world within 25 min or they will lose their sanity and be gone

FOR SURVIVORS

TO ESCAPE THE DARK WORLD DIMENSION

1 YOU HAVE TO UNLOCK 6 DOORS TO GET THE 6 REGIND BALLS

2 PLACE THE REGIND BALLS IN THE EACH CHEST TO POWER THE EXIT

3 AFTER THE EXIT ARE POWERED RUN TO THE EXIT WITHIN 25 MINUTES

4 YOU CAN ESCAPE THROUGH THE LIGHTS OF THE IN MOON. IT APPEARS IN THE LAST FIVE MINUTES ONLY ONE TIME AND ONE PLAYER CAN ESCAPE.

FOR KILLERS

PREVENT THE SURVIVORS FROM ESCAPING

1 YOU CAN LOCK THE DOORS AGAIN EVEN WHEN IT IS OPEN.

2 KILL ALL THE PLAYERS IN THE GAME TO WIN. YOU SHOULD ATTACK THE PLAYER AND CARRY HIM TO THE BURNER GIANT FIRE PLACE TO KILL HIM.

3 YOU CAN RUN SLOWER THAN THE PLAYERS.

STORY OF THE GAME

IN THE EARTH HUMANS LIVED HAPPILY ON THEIR PLANETS BUT IT DIDN’T LAST FOREVER UNTILL 26 /11/2065 ON THAT DAY AN PORTAL WAS OPENED CONNECTING THE DARK WORLD DIMENSION THEY WERE TAKING MEN ,WOMAN AND CHILD TO TAKE THEIR SOULS BUT SOME OF THEM SURVIVED BUT EVEN THOUGH THEY CANNOT LEAVE THE DARK WORLD DIMENSION THEY ARE STUCK IN A TIME LOOP WHERE THEY CANNOT LEAVE THE DARK WORLD.IN THIS DIMENSION SOME OF THE SURVIVORS BECOMED KILLERS TO SURVIVE BUT KILLERS DIDN’T BECAME SURVIVORS ,IT IS ALWAYS NIGHT IN THE DIMENSION WE CANNOT SEE DAYLIGHT . AND WE ARE STUCKED IN THE THRILLER

NIGHTS.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | karina | Throwing acids on the killer to survive |
| 2 | summy | Have extra 8 life to  survive |
| 3 | fin | Can run speeder than other players |
| 4 | pillie | Can attack the killer with her gun |
| 5 | wane | He can detect the the killer with sixth sense |
| 6 | Rose | Can deflect the attack of killer |
| 7 | kai | Can revive a player |
| 8 | charles | Twin of summy he can survive the giant fireplace |

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 | Killers are the non-playing character |  |
| 2 | ezikel |  |
| 3 | penny |  |
| 4 | Chan yong |  |
| 5 | rayon |  |
| 6 | railey |  |
| 7 | jack |  |
| 8 | molly |  |

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?