Game Design Document

Fill up the Following document

1. Write the title of your project.

Anti Packman

1. What is the goal of the game?

To eat all the ghosts

1. Write a brief story of your game?

The room is dark and ghosts are searching for coins to shut off the power. It is your job to find and destroy the ghosts.

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 | packman | Turn the light switch on and destroy the ghost. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

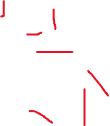
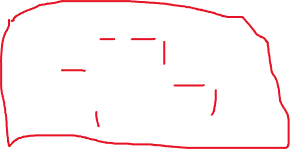
* Non Playing characters are the ones which don't have an action or a behaviour when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc are non playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Ghost 1 | Get coins |
| 2 | Ghost 2 | Get coins |
| 3 | Ghost 3 | Get coins |
| 4 | Ghost 4 | Get coins |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.



How do you plan to make your game engaging?

The player can move using the keyboard.