Game Design Document

Fill up the following document

1. Write the title of your project.

JAWAN: part 1

1. What is the goal of the game?

Cross the soldiers to reach the destination.

1. Write a brief story of your game.

The soldier or “jawan” will have to cross the enemy guards to reach his destination and this is just the beginning further he’ll cross obstacles tackle difficulties etc to rescue the hostaged soldiers from the enemy.

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 | Soldier(main) | Tackle difficulties |
| 2 | Enemy guards | Eliminate the player |
| 3 | Enemy | Kill the hostages |
| 4 | Spy guards | Kill the player with bullet |
| 5 | nil | - |
| 6 | nil | - |
| 7 | nil | - |
| 8 | nil | - |

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 | camp | Enemy house |
| 2 | Secret codes | Clue for the game |
| 3 | bullets | Kill the soldier |
| 4 | gates | Reach the next level |
| 5 | coins | Increase the lives |
| 6 | Lives | Help the player to move further |
| 7 | nil | - |
| 8 | nil | - |

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.

This game involes a army background where the soldier is trying to enter the enemy camp to rescue the brave soliders held as hostages by the enemy and so the soldier goes there to rescue his mates.

How do you plan to make your game engaging?

by adding different obstacles, lives , coins, levels, attractive images, clues to move further which maintains the interest of the player in the game.