Game Design Document

Fill up the following document

1. Write the title of your project. | “The Scroll Of Seals” |
2. What is the goal of the game? | To Steal the Scroll |
3. Write a brief story of your game.

A Ninja wants to steal the scroll called “The Scroll Of Seals” because the scroll has some secret powers. But he need to cross 3 lvls. Spring island, Frozen village And Desert Island.

Also, The Villagers will chase the Ninja because The villagers knew that The Scroll Of Seals has super powers and they don’t wanted “The Scroll Of Seals” should be stolen...

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 | Ninja | This character is PC |
| 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 | House | The ninja can jump off from te house |
| 2 | Points | If the ninja collect the points the score will increase |
| 3 | Speed Boost | If the ninja collects the speed boost, his speed will become 2x Faster |
| 4 | Jumping Boost | If the ninja collects the jumping boost, he will jump 2x higher |
| 5 | Town people | The town people will chase the ninja |
| 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.

I didn’t selected the images for the project yet...

How do you plan to make your game engaging?

I can add 3 levels in the project so, that the player should not be bored while playing a single level multiple times.

Lvl:1 : Spring island

Lvl:2 : Frozen village

Lvl:3 : Desert Village

And also, I will add background music to the game...