Game Design Document

Fill up the following document

1. Write the title of your project.

Mirror World

1. What is the goal of the game?

To find the guiding light

1. Write a brief story of your game.

There are two worlds connected to each other. The real world and the Mirror world.Mirror world will have the impact of whatever happens in the real world. You have got trap in the mirror world and have to come out of it. The only way of coming out of it is by finding guinding light.

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 | Turbo | Move in all directionsand attack |
| 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 | witch | Can fly in air and shoot by her stick |
| 2 | clown | Can teleport and kill when he reaches near Turbo |
| 3 | Bats | Its bite can kill you |
| 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.

How do you plan to make your game engaging?

By continoues attacks of NPC and finding the goal. If possibleI will add more NPC and PC to the game .