

Game Design Document

Fill up the following document

1. Write the title of your project.
Steal the diamond

2. What is the goal of the game?
To steal the diamond

3. Write a brief story of your game.
You have to steal the world most extensive diamond in the world. You have to steal it and the problem is that there is a laser protection and if it touched you that means you are caught.

4. 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	Theif	It can move and steal
2		
3		
4		
5		
6		
7		
8		

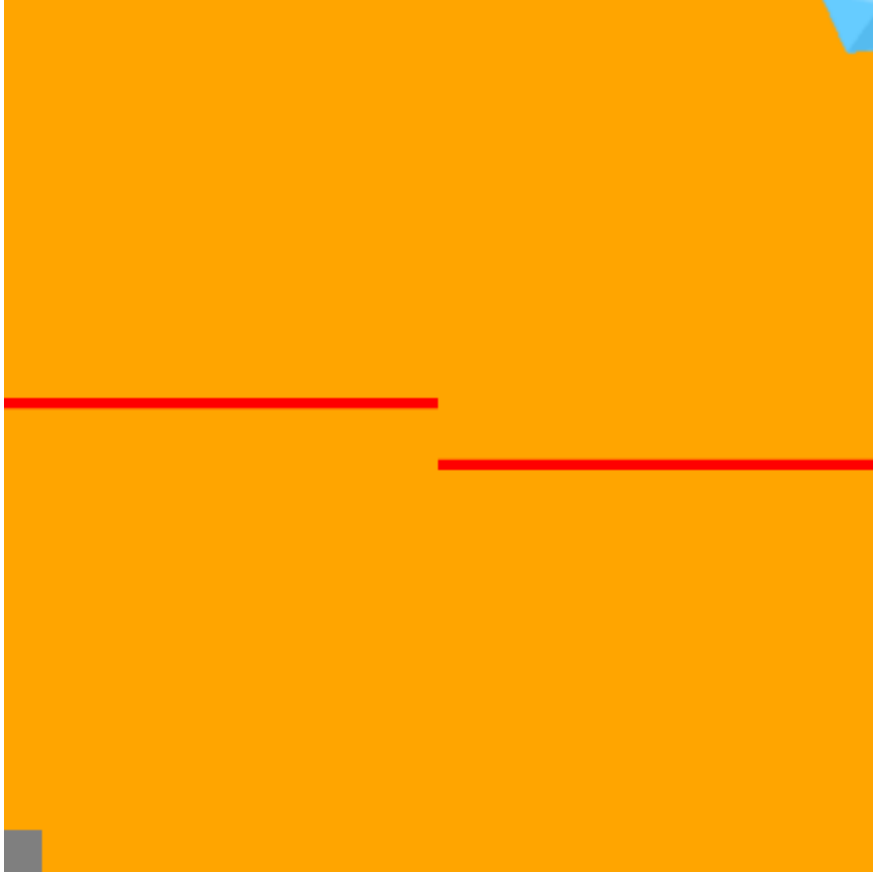
6. Which are the Non-Playing Characters of this game?

- 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	Theif	Playing character
2	Diamond	Non playing character
3		
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.



This is my basic design I will upgrade more to it

How do you plan to make your game engaging?

By making it impossible to to steal the diamond
