Game Design Document

Fill up the Following document

1. Write the title of your project.

stones

1. What is the goal of the game?

To escape a maze in the given time and collect all the gems given

along the way.

1. Write a brief story of your game?

Three powerful gems have been stolen by an evil queen. You need to

choose a character and go to the maze. Then get the gems back and

collect black stones too, for extra points.

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 | Pixies’ friends | Move with the arrow keys |
| 2 | Elves’ friends | Move with the arrow keys |
| 3 | Fairies’ friends | Move with the arrow keys |
| 4 | Sprites’ friends | Move with the arrow keys |
| 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 | Maze walls | Block the character |
| 2 | Evil queen | ------- |
| 3 | Pixies | ------- |
| 4 | Elves | ------- |
| 5 | Fairies | ------- |
| 6 | Sprites | ------- |
| 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 characters can change, you can earn extra points, there’s a time limit.