Game Design Document

Fill up the Following document

1. Write the title of your project.

The Pacman Game

1. What is the goal of the game?

to eat all of the dots placed in the maze while avoiding four colored ghosts

1. Write a brief story of your game?

The player makes a yellow disc to move around the maze which is called as Pacman.

The goal is to eat all the dots in the maze which avoiding the colored ghosts

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 | Pac man | To eat all the dots around the maze |
| 2 | Blinky/Shadow | Red colored ghost,  To chase around Pacman |
| 3 | Pinky/Speedy | It moves anticlockwise around the maze |
| 4 | Inky/Bashful | Takes different turns in different times |
| 5 | Clyde/Pokey | He chases Pacman |
| 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 |  |  |
| 2 |  |  |
| 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 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?