Number Wizard

*Game Design Document (GDD)*

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# **Description of Game**

Number Wizard is a simple number guessing game built in Unity. The player will think of a number, and the computer attempts to guess it in as few tries as possible.

# **S****cene Flow Diagram**

This shows the major scenes of this game, and what script is responsible for the transition from each scene to the next scene:

Computer **fails to guess** after X number of tries

Player Selects **Correct Guess**

Player Clicks **Try Again**

Player Clicks **Try Again**

Player Clicks **START**

Win Screen

Lose Screen

Game

Start Menu

# 

# **Screen Mockups**



