Game Design Document

Fill up the following document

1. Write the title of your project.

Solve the game

1. What is the goal of the game?

To beat the game with tools and riddles

1. Write a brief story of your game.

A guy is stuck in a gave with monsters and different types of marterials he can use he has to beat the dragon and then find a way out the cave by digging holes or just following pathes.

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 | wizard | Put spells of slowness,damage,  And make the player stuck in one postion for a certain amount of time |
| 2 | zombie | Can hurt the player by biting them and can kill the player |
| 3 | spider | Can bite and hurt and kill the player |
| 4 | Skeleton | Can shoot arrows at the player and kill the player |
| 5 | dragon | Can kill the player with magical breath and other ways |
| 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 | books | These can help the player grow knowledge to craft and make things |
| 2 | ores | These are stuff you can get out of rocks like diamonds and iron used to make weapons |
| 3 | food | This can be gained by killing zombies and cooking the flesh after the flesh is cooked it now can be eaton |
| 4 | water | Able to drink from any water fall |
| 5 | tools | Like pickaxes,axes,  Swords and other things |
| 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?

I plan to make this game engaging by adding updates and more items and make the game half luck half skill based.