Game Design Document

Fill up the Following document

1. Write the title of your project.

Among the Belts

1. What is the goal of the game?

The goal of the game is to find the spies and vote them off.

1. Write a brief story of your game?

Some spies sneaked into the spaceship called the Thunderbolt. The

crewmates called as the bolts have to find the spies and throw them off

the spaceship.

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 | Spy 1 | Puts the crewmates in prison. |
| 2 | Spy 2 |  |
| 3 |  |  |
| 4 |  |  |
| 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 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 | Robot 1 | Finds the spies. |
| 2 | Robot 2 | Finds the spies. |
| 3 | Robot 3 | Finds the spies. |
| 4 | Robot 4 | Finds the spies. |
| 5 | Robot 5 | Finds the spies. |
| 6 | Robot 6 | Finds the spies. |
| 7 | Robot 7 | Finds the spies. |
| 8 | Robot 8 | Finds the spies. |

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.

There will be mazes, obstacles, rockets, and a meeting button.

How do you plan to make your game engaging?

I will make my game engaging by making my game fun and challenging.