Game Design Document

Fill up the following document

1. Write the title of your project.

Pacman 2.0

1. What is the goal of the game?

The goal of the game is simple. In this game you have to get inside the safe houses present on all 4 corners to protect yourselves from the diseases .

1. Write a brief story of your game.

In this game Pacman is a human and the monsters are various diseases. The blinky points are going to be the safe houses . And the yellow dots will be as it is . If any disease touches you then you freeze for 30 seconds. The more yellow dots you collect the more points you will recevice . But the more you get cought by the viruses , then your score will be negative . If you cross 1000 points then there is a twist . You will get the safe houses as well as the treatment for avoiding a particular disease . Like in the pacman the monsters go blue in colour whenever you get on of the bliny points. You will get all this but the monsters ( diseases) will increase by 2

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 | Pc (the human ) | It is the main charcter |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 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 | Npc (the diseases) | They will move randomely but after a while they will chase the human . ( the twist ) |
| 2 | Npc(cure ) | To recover the disease faster |
| 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 the game scenes to show each of the playing and non-playing characters at least once.

A picture containing text, whiteboard

Description automatically generated

How do you plan to make your game engaging?

The more yellow dots you collect the more points you will recevice . But the more you get cought by the viruses , then your score will be negative . If you cross 1000 points then there is a twist . You will get the safe houses as well as the treatment for avoiding a particular disease . Like in the pacman the monsters go blue in colour whenever you get on of the bliny points. You will get all this but the monsters ( diseases) will increase by 2(i.e, after 1000+ points , there will be 2 extra diseases)