Game Design Document

Fill up the following document

1. Write the title of your project.

The Hunt

1. What is the goal of the game?

To destroy a gangster group

1. Write a brief story of your game.

You are a ex millitary and suddenly a con man abuses and kills your wife and you vow to take revenge on the entire mafia society.

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 | Kamal | The character you control . |
| 2 | Kabir | Kamal’s partner who accompanies him during the game. |
| 3 | Sara | Kamal’s sister who send intel and location of enemies |
| 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 | Guns | Allows you to use different type of guns to take out different enemies |
| 2 | XP points | Helps to increase skill and strength |
| 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.

How do you plan to make your game engaging?

The game will be engaging as a small group boss will be there in every level/chapter. Every small boss will be killed in different ways which wont make the game repetitive.The background/location will change after finishing a fixed number of chapter. At the final, there will be a mega boss who controls all the small boss who has to be killed.