Game Design Document

Fill up the following document

1. Write the title of your project.

the title of the game will be ‘SOLIME’

1. What is the goal of the game?

To reach home safely, and to be rich

1. Write a brief story of your game.

You are the thief and you should find money in the king’s castle so he will try to run after so the can catch you but you should not let him and go back to your home safely. So you can go and steal again, if you success on stealing all of his money you will be rich and become the new king

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 | Max | Should steal money |
| 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 | King | That will try to catch the thief |
| 2 | money | The money that the thief should steal |
| 3 | castle | Where the king lives |
| 4 | Max’s house | Where max lives |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
|  |  |  |

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 cartoon castle with a flag on top

Description automatically generatedA room with art and objects

Description automatically generated with medium confidenceA red carpet and a chair in a room

Description automatically generatedA bag of money with coins and a dollar sign

Description automatically generatedA room with a chair and statues

Description automatically generatedCartoon a cartoon of a thief running

Description automatically generatedA room with a blue chair and a table

Description automatically generatedCartoon character with crown and cape holding a wand

Description automatically generatedCartoon a cartoon character holding a sword

Description automatically generatedA house with trees and windows

Description automatically generated

A stack of green paper money

Description automatically generated

How do you plan to make your game engaging?

Vs code