Game Design Document

Fill up the Following document

1. Write the title of your project.

King of monster

1. What is the goal of the game?

The hero should successfully release his friend and family members

1. Write a brief story of your game?

The monsters have kidnapped heros friend and parents ,the hero goes to release them out but in the mid of the journey there are some obstacles which he has to pass through and by defeating all the monsters he releases the family members and his friend

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 | Hero | Defat the enemy andrelease his family members or friend |
| 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 behaviour 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 | Monster | Can defeat hero |
| 2 | Big monster | Can defeat hero |
| 3 | Landmine | Can blast on hero |
| 4 | Friend | Can get released by hero |
| 5 | Mother | Can get released by hero |
| 6 | father | Can get released by hero |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

As its balanced for winning and losing it is anice game and all would get engaged as there are verynice animations