Game Design Document

Fill up the following document

1. Write the title of your project.

Teddy maze

1. What is the goal of the game?

Is to succesfully reach the bloc.

1. Write a brief story of your game.

The brief my game is that the sprite teddy has to reach the bloc without getting in touch with the evil sprits if it touches the evil sprite the game ends then and there and if succesfully teddy is able to reach the bloc then teddy wins and even collect treats to earn points

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 | Teddy | It moves with the keys |
| 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 | bloc | The sprite where teddy has to reach |
| 2 | Board1-25 | It creats the maze |
| 3 | evil | It intrupts teddy to reach the bloc |
| 4 | Treats | Teddy has to collects while he reaches the bloc |
| 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?

By aading some treats to various spots and giving it points as it collects treats and the reach the bloc