Game Design Document

Fill up the Following document

1. Write the title of your project.

The brave soldier.

1. What is the goal of the game?

The player has to pass certain stages to reach the final level.

1. Write a brief story of your game?

This story is about a brave soldier who has to fight certain demons to

reach his end point.

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 | soldier |  |
| 2 | demon |  |
| 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 | Passing steps |  |
| 2 | Bridge |  |
| 3 | stone |  |
| 4 | fire |  |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

Already started working and submitted the repository.

How do you plan to make your game engaging?

By increasing the levels hardships.