

Game Design Document
Fill up the following document

1. Write the title of your project.
LIFE IN THE ARMY

2. What is the goal of the game?
GOAL OF THE GAME IS TO SHOWCASE THE HARDSHIPS AND
CHALLENGES IN THE LIFE OF AN ARMY PERSON.

3. Write a brief story of your game.
A KID WHO ALWAYS DREAMT OF JOINING THE ARMY NOW HAS
A CHANCE TO JOIN. HE IS SELECTED TO WRITE THE EXAM TO
JOIN THE ARMY. PLAY AS THE CHARACTER AND WRITE THE
EXAM , FINISH TRAINING AND FIGHT THE WAR . YOU ARE THE
ONLY ONE WHO CAN SAVE THE COUNTRY.

4. Which are the playing and Non-Playing Characters characters of this game?

- Playing characters are the ones who respond to the user based on the input from the user.
- Non-Playing characters are the ones that don't have an action or behavior when the user interacts with the game.

Number	Character Name	What can this character do?
1	KID(PC)	WRITES THE EXAM, DOES TRAINING, FIGHTS THE WAR
2	TRAINER(NPC)	HAS A FEW DIALOGUES TO HELP THE KID
3	ENEMIES(NPC)	FIGHTS FOR THE OPPONENT IN THE WAR

How do you plan to make your game engaging?

DIALOGUES FROM THE TRAINER HELPS MAKE THE GAME ENGAGING. PLAYERS ARE NOT LEFT WITH DOUBT ABOUT HOW TO PLAY THE GAME. THE ENEMIES IN THE WAR BECOME STRONGER AND STRONGER. THIS INCREASES THE DIFFICULTY OF THE GAME AND THE PLAYER IS MORE ENGAGED IN IT
