Game Design Document

Fill up the following document

1. Write the title of your project.

Ans. Pacman

1. What is the goal of the game?

Ans. In my game the player is ‘pacman’ & he need to be safe from ‘ghosts’ & eat those balls & cherry to win the game.

1. Write a brief story of your game.

Ans. In my game a sprite/player known as ‘Pacman’ is present which

Can be moved using arrow key. Also some ghosts are present which need

To move by themselves. And the pacman should not touch the ghosts or

The player will die. The pacman can win if he eat all the balls & eat the

Cherry at the end of the game & also kill all the ghosts. There are also some powerup balls which pacman can eat by which he can kill the ghosts.

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 | Pacman | He eat the ball to  increase the score & win the game |
| 2 | Ghost 1 | He stops pacman to win the game. |
| 3 | Ghost 2 | He stops pacman to win the game. |
| 4 | Ghost 3 | He stops pacman to win the game. |
| 5 | Ghost 4 | He stops pacman to win the game. |
| 6 | Wall | They are the still object in the map. |
| 7 | ball | The thing which pacman need to eat & increase the score. |
| 8 | cheery | Cherry comes in end of the game if pacman |

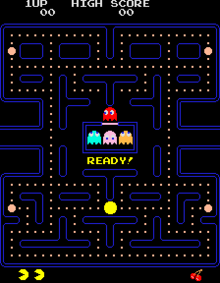
1. Which are the Non-Playing Characters of this game?

* 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 | balls | Increase the score |
| 2 | Powerup balls | They can make pacman kill the ghosts. |
| 3 | walls | They are barriers. |
| 4 | cherry | Use to increase the score a bit more. |
| 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.



Ans.

How do you plan to make your game engaging?

Ans. The characters, the theme & the task every thing in this game is able

to make this game engaging.