Game Design Document

Fill up the Following document

• Write the title of your project.

steal the diamond

• What is the goal of the game?

reach the diamond before touching the lasers

• Write a brief story of your game?

A thief enters a maze to steal the diamond but he does not know that there are lasers in the maze. He enters a room and the door behind him closes. He can now see the lasers and has no way to escape unless he steals the diamond.

He tries to steal the diamond but if he touches the laser he gets outs and he has only two chances to get the diamond, he dies if he gets out the third time. There is one safe point in between the lasers when the lasers stop for a second and lasers reappear a second later.

He steals the diamond a gateway opens and he can go out wherever he wants to with no one to stop him.

• 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

Thief

Can move left, right, up,down

2

3

4

5

6

7

8

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• 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

Laser 1

can out the thief

2

Laser 2

can out the thief

3

Laser 3

can out the thief

4

Laser 4

can out the thief

5

Safe point

it stops lasers for a second

6

Diamond

most important thing in the game can get stolen

7

8