Game Design Document

Fill up the Following document

1. Write the title of your project.

Saving a friend

1. What is the goal of the game?

Help Kiara navigate through the dungeon, avoid the monsters guarding the cell, use power-ups to make her mission easier, and save her beloved friend!

1. Write a brief story of your game?

Kiara learned that her best friend, Liam, was kidnapped! He was going on a walk when he was captured by a group of guys. They threw him into a cell in a dark dungeon, guarded by monsters! Now Kiara is Liam’s last hope to get out of there!

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 | Kiara | Moves with arrow keys, can interact with objects/characters with the space key |
| 2 | Liam | When interacted with changes animation |
| 3 | Button | When interacted with makes the monsters slower |
| 4 | Target | When interacted with the bars blocking the key are removed |
| 5 | Key | When interacted with the cell bars are removed |
| 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 | Monster 1 | Moves diagonally; when Kiara touches them, the game is over |
| 2 | Monster 2 | Moves left to right; when Kiara touches them, the game is over |
| 3 | Monster 3 | Moves left to right; when Kiara touches them, the game is over |
| 4 | Monster 4 | Moves in a rhombus shape; when Kiara touches them, the game is over |
| 5 | Monster 5 | Moves up and down; when Kiara touches them, the game is over |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

What does this game look like?

The background is gray because they are in a dungeon. Kiara is near the top left. Near the bottom right, there is Liam surrounded by black bars (the cell). Near the top right, there is the apple. Near the bottom left, there is the target. In the center, there is the key surrounded by black bars.

How do you plan to make your game engaging?

I am making the game hard by making the monsters move relatively fast. I am also adding power-ups to make the game easier.