Game Design Document

Fill up the following document

• Write the title of your project.

Keep Out

• What is the goal of the game?

You must keep the thieves away from the treasure

• Write a brief story of your game.

You found treasure in the forest but your not the only one there, there is also a group of thieves there you have to stop the thieves from taking the treasure

• 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.

1

[NAME]

What can this character do?

1. The character can tap the thieves and keep them away from the treasure

•

• 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

2

3

4

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.

How do you plan to make your game engaging?

I want the game to start slow then go fast