Game Design Document

Fill up the following document

1. Write the title of your project.

The Release Of The Researcher

1. What is the goal of the game?

The goal is to make the researcher escape from the castle.

1. Write a brief story of your game.

A researcher goas to the tha castle for a research and gets stuck in there if he tries to escape he needs to clear all th 5 puzzles given you as a helper should help him to clear all the puzzles and make him win and make him escape from the castle if you can.

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 | The helper (you) | Helps the researcher to escape the castle |
| 2 | Reasearcher | Escapes |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 | The 5 puzzles | If these are solved the researcher can escape |
| 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.

The Researcher.

How do you plan to make your game engaging?

The player has 5 puzzles to complete 3 tries 2 hints.