Game Design Document

Fill up the Following document

1. Write the title of your project.

Find the key && escape

1. What is the goal of the game?

The goal of the game is you have find the key and escape from the magical door;

1. Write a brief story of your game?

In this game you are gone in the other world and you want to escape

This world and go to your sweet and you have been seen the door this door is the escaping door and you have to escape but the door is locked you have to find the and escape but the key finding is not easy in the game the animals have and he’ll want to kill you and you also have to kill the animals but there is many of of maps and every maps have his own hardness and easyess jumping shoes ,the key main water ,healht healht kit, in ice map cold water ,animaals ,sakteing ,shoes ,cold dress,and many of as things but the hardness juwalamukhi ,cold water,animals ,hardmap and when you find the key you have been go to the door and when you click on the door you escaped from the other world this is the brief of my game;

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 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 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 | Animals such as bear,tigrer ,polar bear ,penguins and cheetah | The charactars are moving in his area and when you goes in his area and when you touches him your healht will low -25for 1 shot; |
| 2 | Game map | In the game map seen the map of the game and the text to the related game in the map; |
| 3 | healhtKit | When any animal ,juwalamukhi and danger types of things touches you and when your healht will low you a ve been able to healht and your healht will ++ |
| 4 | Cold water ,juwalamukhi | Coldwater = in ice you will be dead you will need a jumping shoes to go over the lake and juwalamukhi = in forest map and other you will need the jumping shoes to jump over the juwalamukhi and when you go in the juwalamukhi you will be dead instantly |
| 5 | The doors and keys | In my game many of worlds in my game and many of worlds you want to go you need a door and the key avcourse the key is not so you go to other with the help of door and keys; |
| 6 | The tables and stands | In my this game i havemany things like jumping shooes,key ,map tips map and healhtKits so these things the this type of things is not in the forest he have been tand on the tables so that many of tables in my game ; |
| 7 | Some buttons which will help and the player and also unhelp the player | Some buttons are good and some buttons are not good  Some help,and some not for example player is touching the button the player position changed to the other example 2 when the player touches the button the bridge comes that help the player to cross the bridge without the jumping shoes help thats also the buttom as such as the butttons as many |
| 8 | Some not usefull characters such as tv on the table some cans and some bones of animals | The types of things do nothing but there is i made becuase for the game animation and realisticness that sit thanks; |

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 scenes of the game to show each of the playing and non-playing characters at least once.

The game is look like the a human that have been gone to the other world and he have been survive from those world this is a survival game and he have been a map and the message in the map he found that but there is not end many of worlds and many of randomness map and almost everything have randomness many of doors choose your if not you have also the hints to find the door but this game have balance of hardness and easyness and also the story in the game so thats my game my idea thnks;

How do you plan to make your game engaging?

My plan to game engaging is if you want to find the key sometimes the key is not in your world you have been seen the map and on this map there is a text the key is not in this world and if you want to go to those world you have you have been find somehing close to me which willl make you go to those world and many of animals ,plants ,cold water ,jumping shoes many types of world which not make game boring and the main key thanks;