Game Design Document

Fill up the Following document

1. Write the title of your project.

***”CAN You SURVIVE?”***

1. What is the goal of the game?

The goal of the game is to establish a city on a deserted island and to defeat the monster who lives there.

1. Write a brief story of your game?

There is a main character(either a male or a female) who is a Captain of a Ship But unfortunately his/her ship gets stuck in a storm and the ship lands on a deserted island. After exploring the island they found out that many people are stuck, and even more interesting is they can’t go back home, so the only way to survive is to establish a village there with the limited resources. As time passes by, they come to know about the monster who lives there, and to survive they have to defeat the monster. Will they be able to defeat the Monster?

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 | Captain | Guide all other crew members |
| 2 |  |  |
| 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 | Crew Members | Listen to all commands from the Captain |
| 2 | Monster | Destroy the Island |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

**(WILL DO AFTER GETTING THE GAME IMAGES)**

How do you plan to make your game engaging?

I plan to make the game more engaging by-

* Making it ADAPTIVE
* Giving FEEDBACK to the PLAYER
* Adding better SOUNDS & IMAGES