Game Design Document

Fill up the Following document

1. Write the title of your project.

Save your friend

1. What is the goal of the game?

The goal of the game is to save your friend

1. Write a brief story of your game?

The story of the game is to save your friend from dragon

The dragon kidnapped your friend and the dragon will eat him in 2 days

We have to save him before two days

Use arrow keys to move and save your friend from the dragon

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 | sam | Moved by using arrow keys |
| 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 | Honey bee | Stop sam from saving his friend |
| 2 | dragon | Stop sam from saving his friend |
| 3 | crab | Stop sam from saving his friend |
| 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.

The sam should be at one place and he has to go through maze if he touches the dragon or honey bee or crab he should again start the game from first

How do you plan to make your game engaging?