Game Design Document

Fill up the following document

1. Write the title of your project.

Chor chithi

1. What is the goal of the game?

To make people happy and to relax them.

1. Write a brief story of your game.

The game statrts in a castle where players are siting in square .

They get to choose one card outoff four .

The cards will be king queen theif and police

The one who choose the card with theif has to guess the card with theif.

If the card with police guess the theif rigth they all will get in maze

If not game over

When they get in maze the theif has to press the button to get the gate open for king and queen.

The theif will get keys of teasure .

If the police caught the theif before raching the treasure he will win .

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 | King |  |
| 2 | queen |  |
| 3 | police |  |
| 4 | theif |  |
| 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 |  |  |
| 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?