Game Design Document

Fill up the following document

1. Write the title of your project.

Ninja Clash

1. What is the goal of the game?

To get the sacred scroll

1. Write a brief story of your game.

A ninja only knows one thing to complete the mission. Tai wants to

get the sacred scroll to get its wisdom and preserve it from evil

though the evil ninja Sai wants to get it to for own his evil reasons

help him save the wisdom from the wrong hands

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 | Tai(ninja) | It can play the game |
| 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 | Sai(ninja) | It fights the player |
| 2 | Scroll1 | It is a reward that increases the size of the person who uses its spell |
| 3 | Scroll2 | It is a reward that increases the speed of the person who uses its spell |
| 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?