Game Design Document

Fill up the following document

1. Write the title of your project.

UNITY BOYCOTT COVID

1. What is the goal of the game?

TO SPREAD AWARENESS OF CORONA VIRUS

1. Write a brief story of your game.

I will make this game using Visual Studio Code. In this game firstly the users will be given some protocols and precations to be taken against this deadly virus. Then, as the user starts the game he will be given a situation and according to that situation the user has to equip the model with necessary equipments with the help of buttons, so that he is safe. This is how the user gets inspiration and gives him/her the thought to implement it in real life. This is how Unity can Boycott Covid and return to our normal life.

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 |  |  |
| 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 |  |  |
| 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?