Game Design Document

Fill up the following document

1. Write the title of your project.
2. What is the goal of the game?

To escape the dungeon by killing all enemies in each room you enter (complete ~5 rooms)

1. Write a brief story of your game.

You play as a knight who was dragged into a dungeon by goblins and must escape (by killing them) to help protect the kingdom

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 | knight | Walk around and stab enemies |
| 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 | goblins | Follow the knight and attack |
| 2 | traps | Damages the knight and goblins when stepped on |
| 3 | walls | The knight cannot move through these |
| 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?

each level will have a random number of enemies, however as the player progresses, I plan to make the random number be chosen from a pool of larger numbers, meaning the player will have to be very careful to manage both attacking the large groups of goblins and dodging the traps