Game Design Document

Fill up the following document

1. Write the title of your project.

Save Mayan

1. What is the goal of the game?

To place the stone in the Mayan Kingdom.

1. Write a brief story of your game.

Once upon a time there is a kingdom named Mayan where a evil guy Sam Tailor comes to visit them and promises to make Mayan a better place. He betrayes them and stole the sacred stone of Mayan and drops it in the ocean as he was attacked by stone. Being a player, you found the stone while fishing next to the river and got to know about the Mayan kingdom, and you have to place the stone in the Mayan kingdom. Sam Tailor will create obstacles to you to achieve your mission. You get only 4 lives to achieve this. Help the people in Mayan Kingdom!!!! They are waiting for you!!

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 | Player (choose the Avatar) | Move up and down left right |
| 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 | Dropping stone(random) | Hurt the player |
| 2 | coins | Player has to collect max coins to increase the life |
| 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?

Add sounds, Increase the lives by collecting coins, decreasing the lives when the player is being hit by the stone. Adding animations and relevant backgrounds.

Visual studio code

* Story brief in the first page, press space to start the game
* Choosing the player character – Varnitha to decide on the characters
* Background image for level 1 – which is of mazes(sprites)
  + Player controlled using arrow keys
  + Coins to collect
  + Stones dropping from the top
  + Adding the sound
  + Reach the mayan
* Background image for level 2 – mazes(sprites)
  + Coins
  + Hurdles
  + Sounds
  + Place the stone