Game Design Document

Fill up the following document

1. Write the title of your project.

TO BE DECIDED

1. What is the goal of the game?

To defeat the monsters and reach the end and save your friend

1. Write a brief story of your game.

Your friend is kidnapped by an uknown group of people and u need to

rescue your friend and find the mystrey of the group named

R.T.G and what they are doing to destroy peoples lives

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 | Harry | wizard |
| 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 | Enemy | Defend the map |
| 2 | RTG leader | The villain |
| 3 | james |  |
| 4 | Group members | Followers of villain |
| 5 | Check points |  |
| 6 | Health kits | Increase HP |
| 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.

Graphical user interface

Description automatically generated

How do you plan to make your game engaging?

Making the maps harder to complete as the game progresses

Giving the character more abilites like thunder , ninja stars etc

Choosable skins for the character

Fighting the villans

A story line with many twists

Cutscenes at the end of each chapter

Boss fights

etc