

Game Design Document

Fill up the Following document

1. Write the title of your project.

The Eternal Chamber

2. What is the goal of the game?

To solve the puzzles and reach the end of the maze without getting killed by the monsters

3. Write a brief story of your game?

You and your team of miners stumble upon an old dungeon while working in the dangerous coal mine. As you and your team are deciding whether you should go in or not, the abandoned mine collapses, and you have no choice but to run into the dungeon. As you and your team try to find a way out, you realize that there are traps everywhere and deadly creatures lurking around all over the place. Will you escape before the creatures rip you to shreds?

4. Which are the playing characters of this game?

- Playing characters are the ones which 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	Miner 1	Use Arrow keys/WASD to move, spacebar to jump, and will also be able to interact with certain parts of the map
2	Miner 2	Use Arrow keys/WASD to move, spacebar to jump, and will also be able to interact with certain parts of the map
3	Miner 3	Use Arrow keys/WASD to move, spacebar to jump, and will also be able to interact with certain parts of the map
4		
5		
6		
7		
8		

6. Which are the Non Playing Characters of this game?

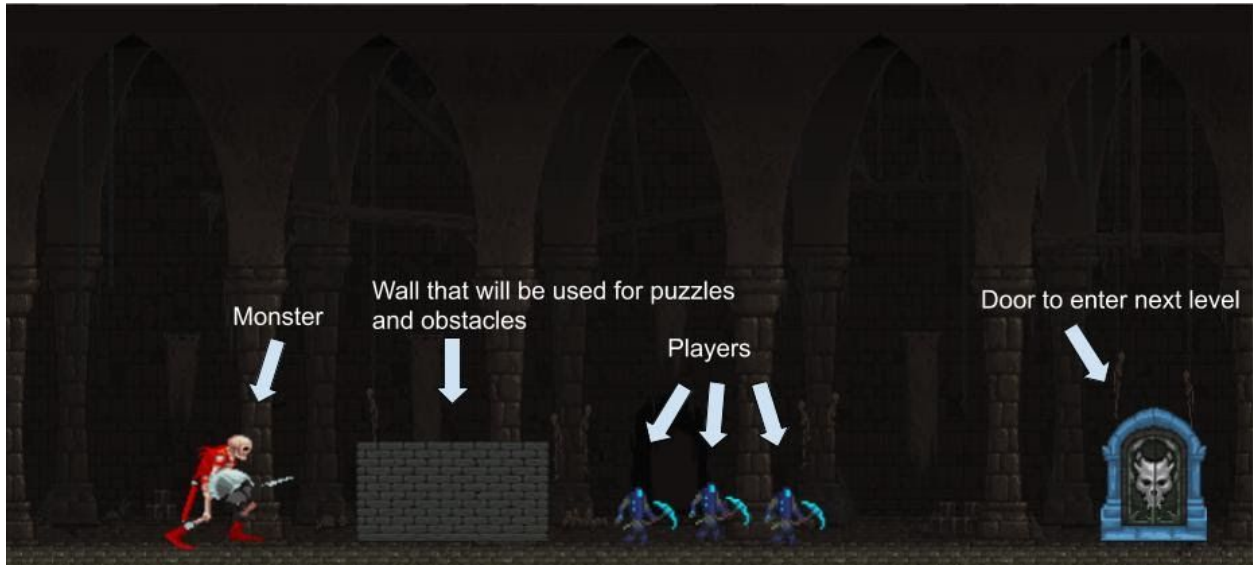
- Non Playing characters are the ones which don't have an action or a behaviour when the user interacts with the game.
- Hurdles, stones, bananas, coins, etc are non playing characters in the game.

Number	Character Name	What can this character do?
1	Monster	Slowly progresses towards the player. If it comes into contact with a player, the player will die.
2	Wall	It is a stationary object that the players cannot pass through.
3	Door	This door leads to either the end of the level or to another part of it. Sometimes a puzzle must be solved to open it.
4		
5		
6		
7		
8		

(there will probably be more NPC's brought into the game as it is being created)

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 scenes of the game to show each of the playing and non-playing characters at least once.



(this isn't all of them but these are the main parts. I will decide the rest of the parts while I am creating the other levels)

How do you plan to make your game engaging?

The puzzles will be harder and the monster will move faster. This creates skill involved in the game to solve the puzzles faster.