Game Design Document

Fill up the Following document

1. Write the title of your project.

The Great Escape

1. What is the goal of the game?

The goal of the game to get to the end and escape.

1. Write a brief story of your game?

After a shady deal gone bad. You found yourself being kidnapped in

the dead of the night by their bodyguards. After struggling for what

Felt like hours, everything went black. You woke up in a cave with the

Only way out, was to run the course.

1. 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 | Chest | When the player touches this it will give them a power up that is randomly chosen. The position of the chest will be chosen randomly. |
| 2 | Aaron | This is the player sprite. When the up arrow is pressed it will jump. When the right and left arrow are pressed they it will more accordingly. |
| 3 | Exit | When the player touches this they win the game. |

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

* Non Playing characters are the ones which don't have an action or a 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 | Spike | When the player touches this they will lose their health and it will be game over unless they have a life saver power up. |
| 2 | Stone Floor | This sprite will be create d in a class where it will be used multiple times to create the recourse in which the player has to beat. When the player touches this they will stay in the same place. |

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 game looks like a typical Mario game. There will be a back ground that

makes it feel adventurous. There will be platforms in mid-air that the

player will have to jump to in order to reach the end.

How do you plan to make your game engaging?

The player can interact with objects and will be challenged by the ever

Increasing difficultly in the jumps.