Game Design Document

Fill up the Following document

1. Write the title of your project.

Haunted Treasure Run

1. What is the goal of the game?

Collect at least the number of required yellow dots and get out of the haunted house

1. Write a brief story of your game?

People in a Village are suffering a famine and the Government does

Not have enough money for recovering it. So they have found gold number of gold coins.

Coins in a haunted which would fill the needs of the villagers so they

Have decided to send a brave agent to at least get the requirednumber of gold coins.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | player | It is the only pc of the game it has to collect the gold coins and try to finish the game. |
| 2 | obstacle | They try to stop the player from collecting the gold coins and if the player touches them it gets back to the starting position and have to face the obstacles again from the first. |
| 3 | ghost | They also try to stop the player from collecting the gold coins and if the player touches them it gets back to the starting position and have to face the obstacles again from the first. |
| 4 | dragon | They try to stop the player from collecting the gold coins and if the player touches them it gets back to the starting position and have to face the obstacles again from the first. |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 | obstacles | There are moving obstacles in the first level which the pc should dodge and collect at least the required number of coins. |
| 2 | Ghosts | There are moving obstacles in the first level which the pc should dodge and collect at least the required number of coins. |
| 3 | Dragon | There are moving obstacles in the first level which the pc should dodge and collect at least the required number of coins. |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?