Game Design Document

Fill up the following document

1. Write the title of your project.

Moonlander Game

1. What is the goal of the game?

Move the spaceship from the Earth to the moon.

1. Write a brief story of your game.

You are an astronaut trying to save your fellow mates from a space invasion. As they are stranded on the moon hoping aliens don’t show up..

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Spaceship (You) | Can make you move as ur in it. |
| 2 | Astronaut 1 | Help! |
| 3 | Astronaut 2 | Help! |
| 4 | Astronaut 3 | Help! |
| 5 | Alien 1 | Help! |
| 6 | Alien 2 | Avoid |
| 7 | Alien 3 | Avoid |
| 8 | UFO | Where the aliens arive. |

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 | Rocks | Obstacle |
| 2 | Meteroites | Obstacle |
| 3 | Sun | GUI |
| 4 | Stars | GUI |
| 5 | Fuel tanks | Boost |
| 6 | Shooting Star | Gives 50% extra health! |
| 7 | Gems | Used to buy skins for the aliens/astronauts |
| 8 | Coins | Used to buy skins for spaceship/UFO |

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?