Game Design Document

Fill up the Following document

SURGICAL STRIKE

1. Write the title of your project.

Surgical Strike

1. What is the goal of the game?

To destroy the enemy buildings and the coming enemy planes and make your country win the war

1. Write a brief story of your game?

You are a Wing Commander in the Air Force. Your country is having a war with the neighbouring country. You have been instructed to attack the enemy’s buildings in the night with your group to make the country win.

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 | Fighter Plane | Shoot at the coming enemy planes, drop bombs on the buildings |

1. 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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Enemy Fighter Planes | Shoot at your fighter plane |
| 2 | Houses | People stay in these houses |
| 3 | Barracks | The people in the military stay in these camps |
| 4 | Airstrips | The enemy fighter planes are kept and launched from here |
| 5 | Tank Stations | Tanks are deployed on defense and attack from here |
| 6 | Weapons Room | Weapons used by soilders are kept here |
| 7 | Storage Areas | Food and water are kept here |

1. 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.

There will be a fighter plane that will be moving forward while dropping bombs on the buildings below it as well as destroy the enemy planes coming towards it

1. How do you plan to make your game engaging?

It will be interactive, user-friendly, and balanced game. The number of planes downed and number of buildings destroyed will be displayed after the game is over