Game Design Document

Fill up the following document

1. Write the title of your project.

**War of Kingdoms**

1. What is the goal of the game?

**To win a battle between two kingdioms each controlled by a human player.**

1. Write a brief story of your game.

**There are two Kingdoms having a war. The players are the kings of the kingdoms. They are sending out the Army and other weapons. The first army to reach the opponent kingdom wins.**

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Towers | They deploy troops |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 | Army | They march ahead |
| 2 | Fireball | It destroys |
| 3 | Rain fire | It destroys |
| 4 | Nuclear bomb | It destroys |
| 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 the game scenes to show each of the playing and non-playing characters at least once.

Image attached

How do you plan to make your game engaging?

Make the game Challenging

Good graphics and images

Everytime you have the option to play with new opponent