Game Design Document

Fill up the following document

1. Write the title of your project.

Amiibo Battle Royal

1. What is the goal of the game?

To defeat your enemy

1. Write a brief story of your game.

Fighters from different worlds compete

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 | Isaac | Support with High Damage Skills |
| 2 | Yushaa | Attacker with Sheild Break Abillities |
| 3 | Troy | A Slow fighter with High Durablity |
| 4 | James | Support with Healing Skills |
| 5 | Lucas | Support that Heals Himself |
| 6 | Lonk | Fast Attacker |
| 7 | Pluto | Tank with Autoheal |
| 8 | Terry | Attacker with High Damage Skills |
| 9 |  |  |

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 |  |  |
| 2 |  |  |
| 3 |  |  |
| 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 the game scenes to show each of the playing and non-playing characters at least once.

3v3 battle format were the players take turns depending on who has the faster character and the game ends when all three characters on a team are defeated.

How do you plan to make your game engaging?

Add muliple game modes and characters