# Game Design Document
## Fill up the following document

1. Write the title of your project.

Mission Space Exploration

2. What is the goal of the game?

The goal is to travel to all the planets in our solar system and explore them to know one interesting fact about that planet. We have to dogde obstacles like meteors, asteriods and aleins while collecting power-ups. Move left and right using the left and right arrows to dodge asteroids and meteors and press space to shoot and destroy the aleins.You have five lives per stage.

3. Write a brief story of your game.

You are a scientist to is determined to explore the planets in the solar system and know one interesting fact about each planet But the aliens are trying to stop you and harm you by throwing asteroids and meteors at you.

4. 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.

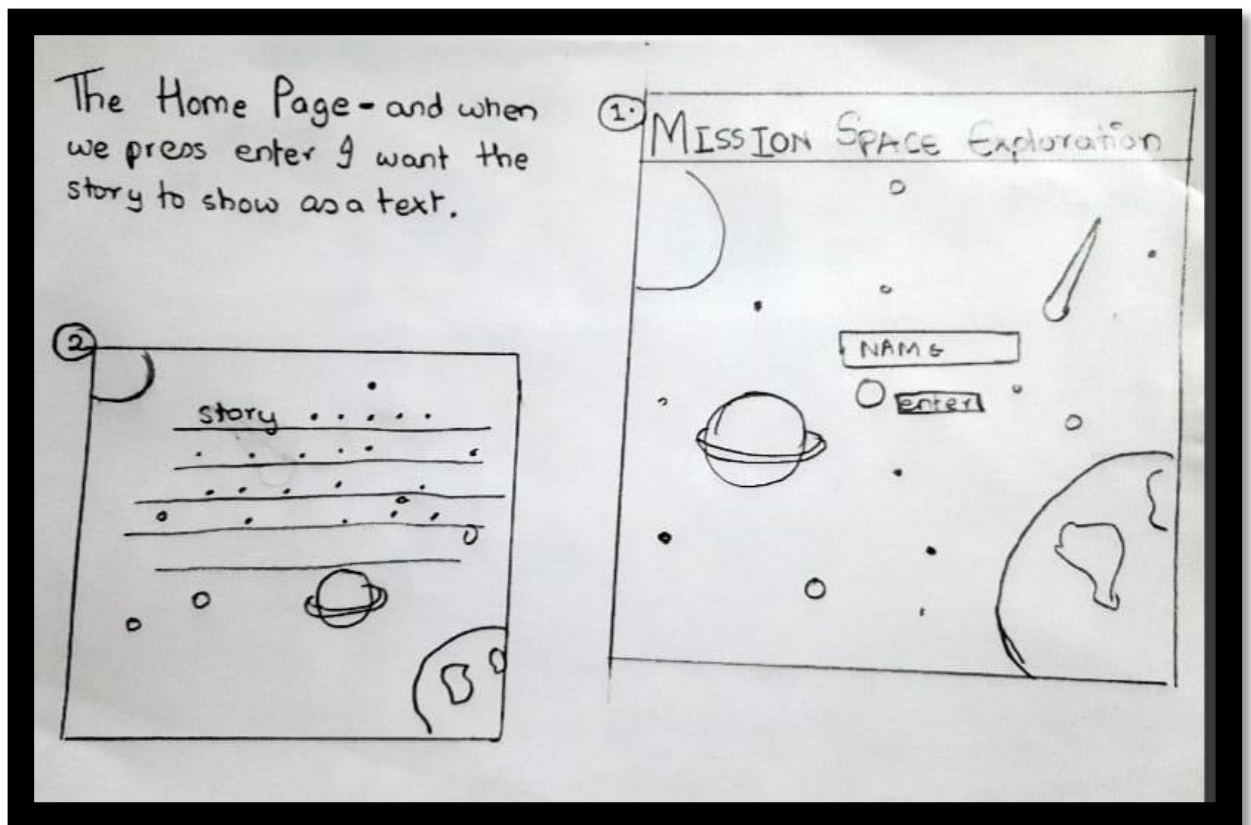| Number | Character Name | What can this character do? |
|---|---|---|
| 1 | Scientist(the player) | Dogde obstacles, collect power-ups and coins, upgrade space-craft, |
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |
| 6 | | |
| 7 | | |
| 8 | | |

6. 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.

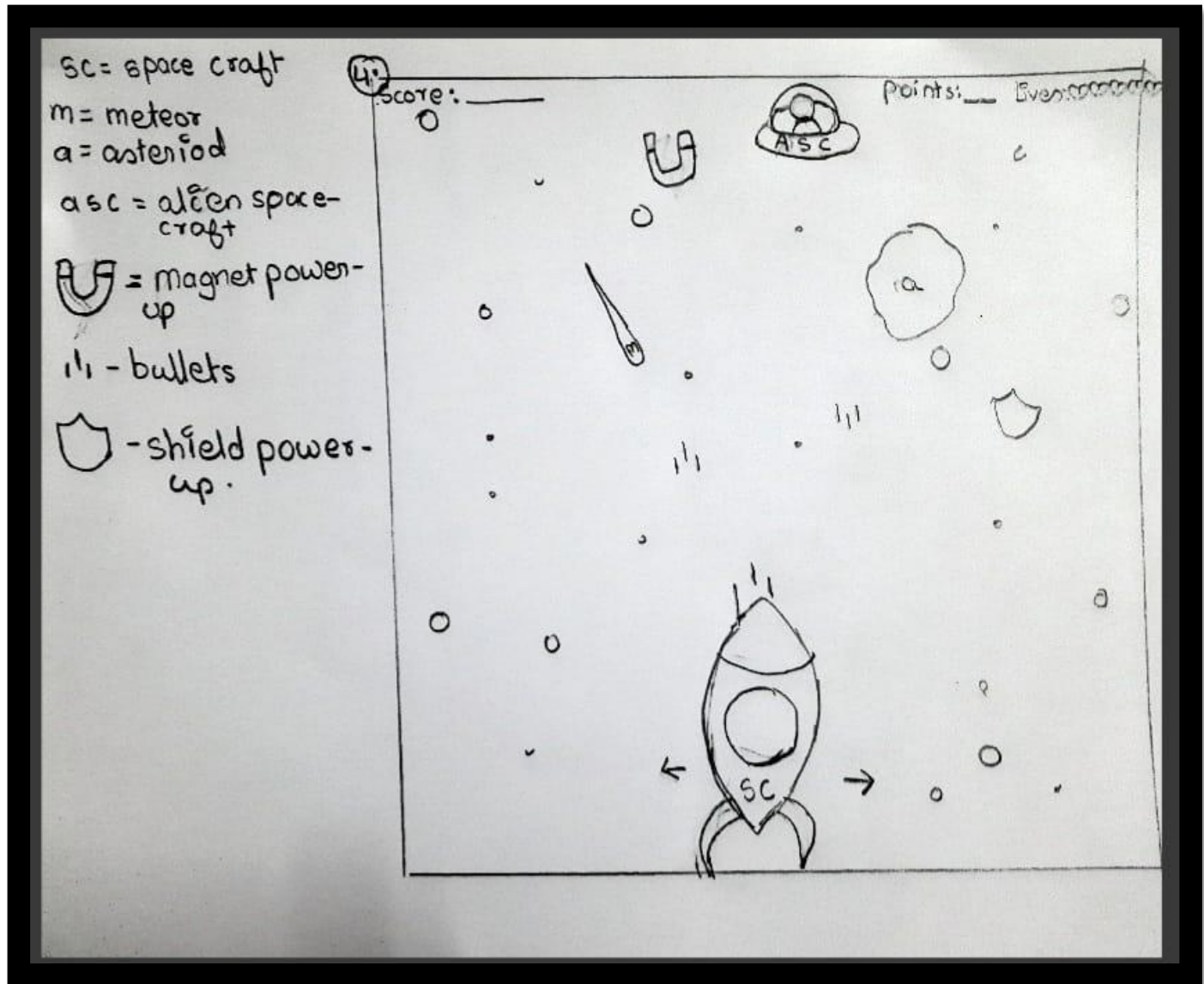| Number | Character Name | What can this character do? |
|---|---|---|
| 1 | Planets | nothing |
| 2 | Meteors | Attacks the scientist |
| 3 | Asteroids | Attacks the scientist |
| 4 | Alien Space craft | Attacks the scientist |
| 5 | Magnet | Helps the scientist collect coins |
| 6 | Shield | Protects the scientist space craft form asteroids, meteors and aliens |
| 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.

The objective/goal of the game

How do you plan to make your game engaging?

The game will get faster and harder with more oobstacles and less power-ups