Game Design Document

Fill up the following document

1. Write the title of your project.

#### Reusable bottles

1. What is the goal of the game?

#### The plastic bottles should be replaced with reusable bottles

1. Write a brief story of your game.

#### So as we know that plastic is not good for environment so we should use reusable bottles in place of plastic bottles. Like we also have to think about environment we should not harm environment .so by using reusable bottles we can help the environment to not get harm.we should not use plastic things which harms environment.

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 | Boy | The boy can catch the plastic bottles and throw |
| 2 | Girl | The girl can do the same as the boy |
| 3 | Dust bin | The dust bin can move by itself while we throw the bottles |
| 4 | NPC reusable bottles |  |
| 5 | Plastic bottles |  |
| 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 |  |  |
| 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.

How do you plan to make your game engaging?