

Game Design Document

Fill up the Following document

1. Write the title of your project.
We Are Earth.

2. What is the goal of the game?

To find solutions to global problems

3. Write a brief story of your game?

The main character-Earth's Moral Compass has to reach its ultimate goal- a happy, peaceful sustainable earth for its citizens. It has to fight the 7 world problems, which will correspond to 7 levels of the game. These problems are running behind it and the Earth's Moral Compass has to answer the questions in front of it correctly to achieve its goal for our Planet Earth.

4. 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.

[illegible]

5. 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.

Number	Character Name	What can this character do?
1	Pollution	Runs behind the main character
2	Poverty	Runs behind the main character
3	Overpopulation	Runs behind the main character
4	Global warming	Runs behind the main character
5	Unemployment	Runs behind the main character
6	Pandemic	Runs behind the main character
7	Lack of Education	Runs behind the main character
8	They all increase speed when EMC answers incorrectly.	They can devour EMC if 3 questions are wrong.

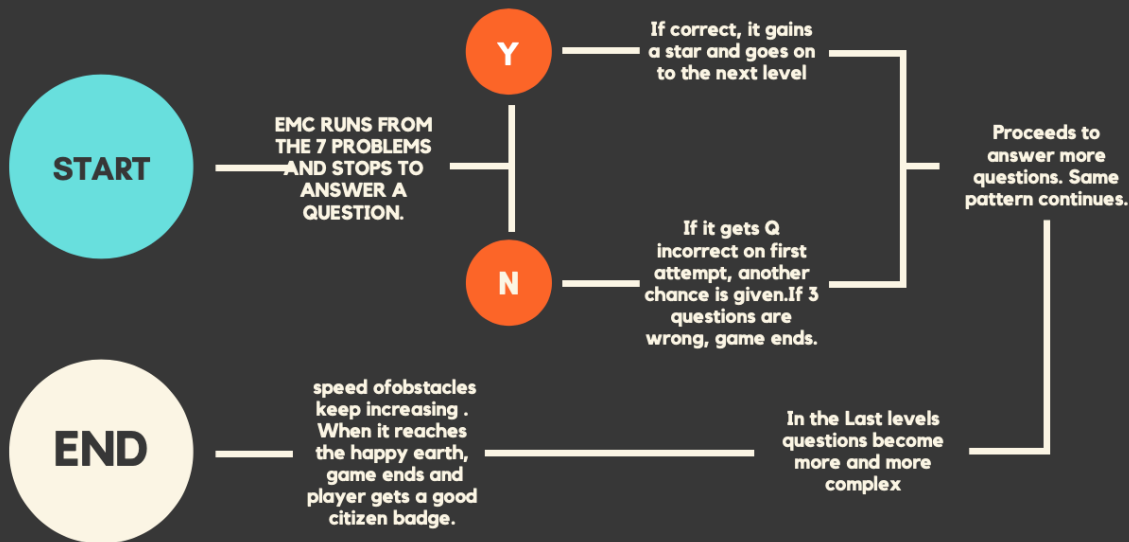
Draw your imagination of this game. What does this game look like?

- 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.



GAME FLOWCHART

WE ARE EARTH.
~AANVI KOTHARI



How do you plan to make your game engaging?

LEVELS-I plan to make the game engaging by adding 7 levels to it.

SCORE- Earth's Moral Compass (EMC) collects stars for every question it answers well.

END GOAL-A happy peaceful sustainable earth.

DIFFICULTY- If a question is answered incorrectly, the speed of the obstacle behind it increases and if EMC gets all 3 questions wrong simultaneously, everything gets destroyed. It gets devoured by the Earth Problem in front of it.

SOUNDS- winning sound for collecting a star and answering a question correctly and a losing one for an incorrect question.

