Game Design Document

Fill up the Following document

1. Write the title of your project.

Robin and Its revenge

1. What is the goal of the game?

The goal is to take revenge from the neighborhood planet

1. Write a brief story of your game?

One day planet B got attacked by the planet A. Very few people managed to survive but they were still injured. Only one person survived with no injures and he thought to take revenge by himself because they killed his family in the attack

1. 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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Robin | He can use a spaceship, guns and walk and jump |
| 2 | Space Ship | Can go left, right, forward and fire bullets |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | Enemy bots | Attack at the player |
| 2 | Points | Increases the score |
| 3 | Health Powers | Give player health |
| 4 | Power | Fire lazes |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

There will be 5 levels and a boss on the last one. On the level 5 the player will leave the ship and fight using a gun. For the player there will be some powers.