Game Design Document

Fill up the following document

* Write the title of your project.0

Moon Lander

* What is the goal of the game?

To Land On Moon

* Write a brief story of your game.

* 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 | Air Craft | Take Us To Moon |
| 2 | Aarth | Help Us To Go in Air Craft |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Asteroids | crash the air craft |
| 2 | Planets | crash |
| 3 | Other Air Craft | crash |
| 4 | Aliens | hit our air craft |
| 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?

Adding adaptivity in the game.

Using captivating Images.

Giving Feedback.

Setting A Goal.

A Nice Music.

Creating A Balance.