Game Design Document

Fill up the following document

1. Write the title of your project.

Wack-a-mole game

1. What is the goal of the game?

To hit the mole when it pops out of its hole

1. Write a brief story of your game.

Hitting the mole that pops out of its hole

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 | Self/Hammer | Hit the moles using the hammer |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 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 | Moles | Move up and down (inside and out) of its hole |
| 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?

There will be a spcial mole that will be a different color then the rest which will give the user a score multiplier or an aditoional amount of points.

Select the tools you will use to make your game. (options: VS Code or Code.org)  
  
VS code

What device will the game be on?

The game will be played on a destop or laptop

Identify and collect the libraries that will be used.

P5.js

Sounds:

coin colleting sound when the hammer hits a mole: <https://mixkit.co/free-sound-effects/coin/> (winning a coin in a video game)

pop sound when a mole appears : <https://mixkit.co/free-sound-effects/pop/> (long pop)