Game Design Document

Fill up the following document

1. Write the title of your project.

**Stickman Tower Defender**

1. What is the goal of the game?

**To eliminate all the enemy stickman knights and survive**

**all the waves**

1. Write a brief story of your game.

**This game is about surviving.**

**The goal of the game is that we need to defeat all the enemy stickman knights and survive all the waves of the knights. While we are**

**defeating the enemy stickman knight,we get coins and when we get coins we can build a defences for our tower,to defend from the incoming knights.**

**When we survive a wave we get to the next wave of incoming knights,and the amount of knights incoming will be increased ,the game will get harder and harder on each wave we survive.**

**And when we successfully survive all the waves and our tower is not destroyed,we win the game.**

**But if our tower is destroyed,we wont be able to fight the enemy knights and we lose the game.**

**(This game is about scoring the points and surviving till where we can and beat thigh score.There are no levels in this 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 | Friendly cannon | Shoot cannonballs towards  enemies |
| 2 | wall | Stop the enemy from comging towards aur tower for a certain period of time |
| 3 | Friendly knights | attack the enemy knights |
| 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 | Enemy knights | Attack our tower |
| 2 | Enemy cannon | Shoot cannon balls at our tower |
| 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.

