Game Design Document

Fill up the following document

1. Write the title of your project.

“EARTH AND US”

1. What is the goal of the game?

The goal of the game is related to land pollution and air pollution. The main player would be collecting the pollutants, eg- collecting plastic bottles, reducing carbon dioxide, and helping earth become cleaner and better.

1. Write a brief story of your game.

The game would be a one player game and will be having a form at first, when, the player log ins, they would see some points related to air pollution and land pollution. After reading the points, The game would initially be having a NPC, i.e a car throwing plastic bottles here and there, and the same car would be polluting way too much carbon dioxide. The PC, i.e a boy riding a bicycle would be having two baskets on each side of the bicycle. Whenever, the boy touches the plastic bottles his score would increase and whenever he touches the gas coming out of the car, would gain him a point too. Eventually, there will be spawning cars to increase the difficulty level.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | The boy riding a bicycle. | This PC can collect the trash and unhealthy gas and score some points. It can also jump, move left, right. |
| 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 | The polluting car. | This car would be polluting the roads by throwing plastic bottles and releasing carbon dioxide. This car, can automatically move left or right. |
| 2 | Spawning car1 | This car would be spawned after a while, it would act as obstacles for the boy riding a bicycle. |
| 3 | Spawning car2 | This car would be spawned after a while, it would act as obstacles for the boy riding a bicycle. |
| 4 | Spawning car3 | This car would be spawned after a while, it would act as obstacles for the boy riding a bicycle. |
| 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?

This game would be engaging as, our eath has been facing many pollution related issues since the past few years. Weather it’s land pollution, air pollution, water pollution, noise pollution etc. this game would be focussing on two such issues, i.e land and air pollution. On one hand te game would be interesting and also attract the users to play while on the other hand it will also be a medium to spread awareness amongst everyone.