Game Design Document

Fill up the following document

1. Write the title of your project.

Zombie Attack

1. What is the goal of the game?

To kill as many sombies as possible dying.

1. Write a brief story of your game.

You have a bow and arrow to start in the beginning of the game. With the bow and arrow you have to kill zombies to survive. If you get attacked by a zombie you are dead and can not continue any more.

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 | Player | Player attacks zombies |
| 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 | Zombie | Zombie attacks player |
| 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.

The player is stuck in the forest with a bow and arrow in his hand. There are zombies in front of him and he needs to shoot them with bow and arrow to survive.

How do you plan to make your game engaging?

I plan to create several levels and after each level it gets more difficult.

Pc and npc are the playing character and the non-playing character

Story is what the game is about/what is happening in the game

Goals are what you need to acomplish in the game.

Balance is making sure that the game is not too hard or too easy.

Adaptivity is when your gave gets more and more difficult after each level.

Chance is when you take chances in the game/ gamble or take risks. Skill is when you know what you are doing and accomplish it by doing something you know how to do.

Feedback is when you say “great job”or “hey you won. Congratulations ”