Game Design Document

Fill up the following document

1. Write the title of your project.

Align IT!

1. What is the goal of the game?

To match the shape on the screen with an approaching object before the time runs out.

1. Write a brief story of your game.

Four objects with cavities in the form of plain shapes will be moving downwards, on the bottom of the screen a random shape will appear, the player has to align the shape in front of the corresponding object.

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 | The Player | Align the object |
| 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 | Shape Cavity | Engulf Shape |
| 2 | Shape |  |
| 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.

Diagram, text, letter

Description automatically generated

How do you plan to make your game engaging

The player will be judged on a best out of three basis. The shape displayed once will not be displayed again in the same set.