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Game Design Document

Fill up the following document

1. Write the title of your project.

Comet Destroyer

1. What is the goal of the game?

The goal of the game is to destroy a certain amount of comets and save Earth.

1. Write a brief story of your game.

The scientists on Earth saw that there are a lot of comets heading towards them so they sent out a spaceship to destroy them all and save Earth.

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 | Spaceship | This character can shoot at the comets and move left and 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 | Comets | The comets will come down at random x position and will fall down. If it hits the spaceship the spaceship get destroyed. |
| 2 | Fuel Tank | It refills the spaceships fuel. It will spawn at random times and random x position and will fall down. |
| 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 background will be a space background and on the bottom there will the Earth(half image) and the scores will be displayed. The spaceship will be an animated spaceship that can shoot down the comets. The comets will be all the same size and falling down towards the Earth. The fuel tank will spawn at random times and will fall down and the spaceship will have to try and get it.

How do you plan to make your game engaging?

I will add checkpoin sound like every 50 points. I will also add a winning screen after the spaceship get a certain score and saves the Earth. I will make the background move faster as the score gets higher so that the game gets harder. All the charecters will be animated. That is how I will make the game engaging.