

Game Design Document

Fill up the following document

1. Write the title of your project.

Aim trainer

2. What is the goal of the game?

The goal of this game is to succesfully press on the random apearing targets, without missing.

3. Write a brief story of your game.

A boy wishes to get better at a first person, shooter video game but does not know how. He decides to code a game which can help him practice his aim.

4. 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	Person playing	Shoot the target
2		
3		
4		
5		
6		
7		
8		

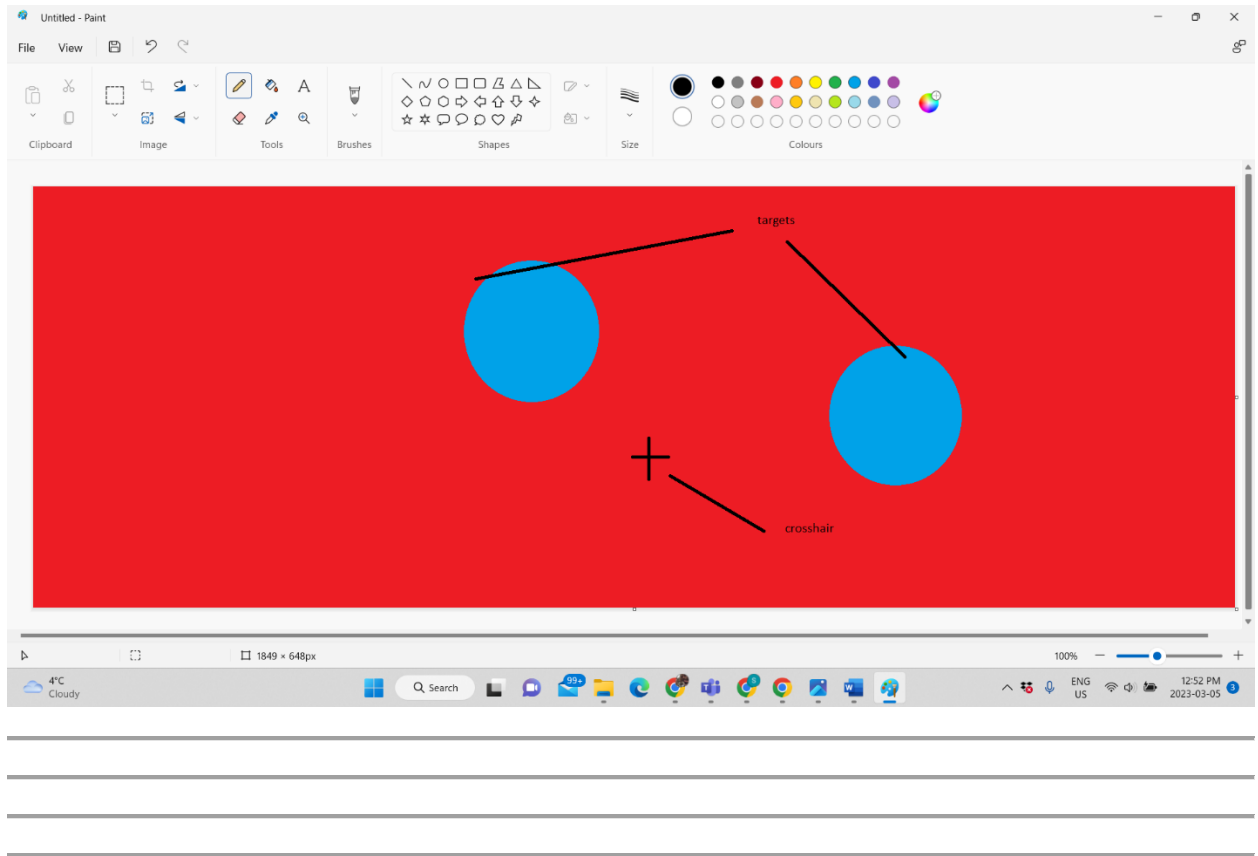
6. Which are the Non-Playing Characters of this game?

- 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	targets	Appear randomly on screen
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.



How do you plan to make your game engaging?

I plan to make this game more engaging by adding a timer.