Game Design Document

Fill up the following document

1. Write the title of your project.

Battle craft D

1. What is the goal of the game?

The goal of the game is to get as many spaceships of your color whilst also destroying the other color and protecting you ships from the other team

1. Write a brief story of your game.

You are trying to recruit memebers for your spaceship army and therfore only collecting spaceships of one color, there is an opposing army which is trying to destroy your current army and you should not let them do so. Collect as many spaceships as possible whilst doging the apposing army

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 | Space correct | Shoot the appozing team, move side to side |
| 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 | Space wrong | Distroy space correct ships if comes in contact. |
| 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?

You control the spaceship