Game Design Document

1. My project’s name is Luceat.
2. The goal of my project is to help neurologically affected children develop in certain ways.
3. Story :- My app helps children who have problems affecting the nervous system. They do not have many schools nearby their homes as most of these schools are non-profitable schools and the population of these children who go to schools is very less. My app helps them to learn new things in their own home. So even if they are not going to school they can learn something new from my game.
4. Playing Character:- (Referring to Wrecking Ball)

* The ball- It hits the boxes around it and it can be moved using the mouse

1. Non-Playing Character:- (Referring to Wrecking Ball)

* The boxes- These boxes are hit by the ball and they topple on top of each other.

1. Draw your imagination of this game. What does this game look like? (Sown at the last)
2. My game engages them in many ex- when they are playing the wrecking ball game they get engaged by moving the ball and hit the boxes.

