Game Design Document

Fill up the Following document

1. Write the title of your project.

Squirrel game

1. What is the goal of the game?

To save the baby squirrel before the eagle attacks it

1. Write a brief story of your game?

The squirrel left the nest for a while with the baby in it now the eagle

is attacking the baby squirrel. Try to save the baby squirrel within the given time, if you pass the light shield the time will reset. Use the arrow keys to move the squirrel and collect nuts on the way. 10 nuts are equal to 1 life. There are 3 lives given in the start of the game. If you touch an obstacle you will use 1 life. If you use all the lives and then touch the obstacle you lose

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Squirrel | Collect the nuts and save the baby squirrel |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Stones | Block the squirrels way |
| 2 | Baby squirrel | Get eaten by the eagle |
| 3 | eagle | Block the squirrels way |
| 4 | column | Block the squirrels way |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

By giving lives and collecting the nuts