Game Design Document

Fill up the following document

1. Write the title of your project.

Cosmic conflict

1. What is he goal of the game? –

To save earth from outer invaders

1. Write a brief story of your game-

You an exceptional pilot chosen to be the savior of Earth and protect your planet from cosmic invaders who seek to enslave the entire human race.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | The chosen one | Tasked to save the earth and shoot the enemies. |

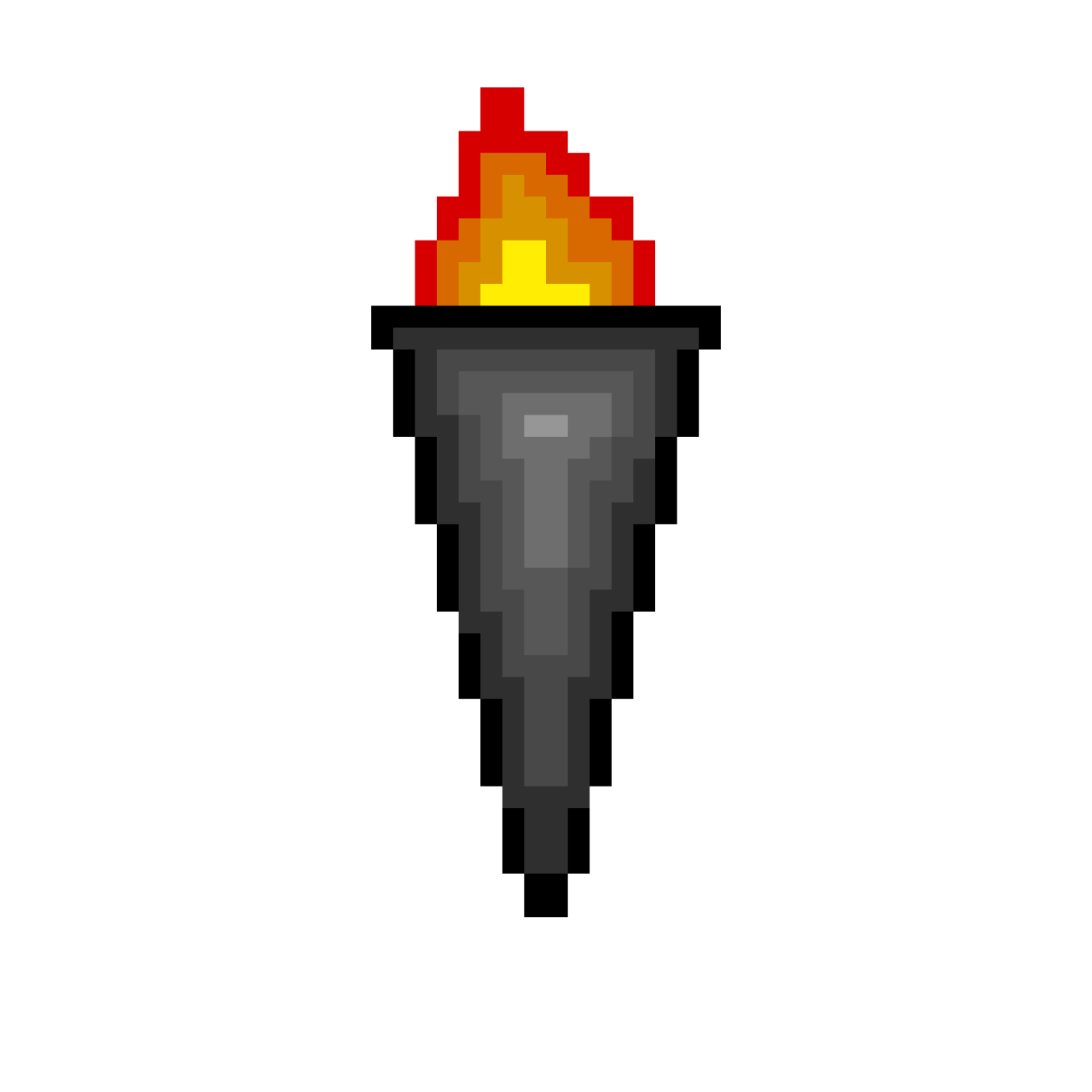
1. Which are the Non-Playing Characters of this game?

* 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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Cosmic fighter | Shoots lasers at you |
| 2 | The galactic silver bullet | Shoots itself at you |
| 3 | The supreme commander | Has a reputation to be invincible across the galaxy and has bullets 2 times stronger than the cosmic fighter |

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 want to use all the game elements given by the teacher I also want to have different sounds in the game to make it appealing. I am also going to have good images and animation for the game to improve the game experience