Game Design Document

Fill up the Following document

1. Write the title of your project.

Spaceship Battle

1. What is the goal of the game?

To defeat the Alien Spaceships

1. Write a brief story of your game?

Earth is being attacked by a group of Aliens. Half of the planet has been destroyed and you “Master Chief” along with the other soldiers are the only way Earth can be saved. Prevent the monsters from entering the atmosphere and destroying the plant.

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 | Spaceship | Shoot the aliens |
| 2 |  |  |
| 3 | Alienships | Trying to enter the Earth’s atmosphere |
| 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 | Power-Ups | Give the sapceship a boost in power, speed or give shield. |
| 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 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?

We can make the game engaging by adding levels to the game, where, as we defeat the alien ships, we can further go inside their horde and find their base destroying it.