

Game Design Document

Fill up the following document

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1. Write the title of your project.

SNIPER SHOT

2. What is the goal of the game?

To reach 50 points

3. Write a brief story of your game.

Alfred likes to shoot white balloons at the fair, avoiding the red balloons. He now wants to do the same in this game. Can you help him in winning the challenge of reaching 50 points with 5 lives? The red balloons are represented by obstacles and white balloons by collectibles.

4. 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	Gun	PC; For shooting by player; Can be controlled by left and right arrows; Shoots bullets when space is clicked

6. 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	Apples	NPC; Collectible; Can be shot by bullet; Will increase score by 1
2	Good Birds	NPC; Collectible; Can be shot by bullet; Will increase score by 2
3	Power pills	NPC; Collectible; Can be shot by bullet; Will increase score by 2; Will remove all existing obstacles
4	Coins	NPC; Collectible; Can be shot by bullet; Will increase score by 1
5	Evil Birds	NPC; Can be touched by bullet; Will decrease score by 3
6	Bombs	NPC; Can be touched by bullet; Will decrease score by 2; Will reduce life by 1
7	Red Skulls	NPC; Can be touched by bullet; Will decrease score by 2; Will reduce life by 1

7. 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.



8. How do you plan to make your game ? How will you make it engaging?

I will add obstacles to my game which not only reduce life but also reduce scores. I will also add collectibles which will increase the score. There will also be power pills which will eradicate all current obstacles. Along with that there will be sounds and animations also. There will be instructions to guide through the game and a start state. Then I will have the fast moving play state where there will be periodic obstacles and collectibles with fast velocity. I will also have a gameover if the life gets over and a win state if the score reaches 50.