

# Game Design Document

## Fill up the following document

---

### 1. Write the title of your project.

Space battle

### 2. What is the goal of the game?

The goal of the game is to go through space with out getting hit by a meteor.

### 3. Write a brief story of your game.

You are on a mission to create the worlds best rocket. You have created one but to see if it actually works, you soar through space and dodge the metors that are trying to break your rocket.

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	Rocket	Dodge all the meteors to save itself.

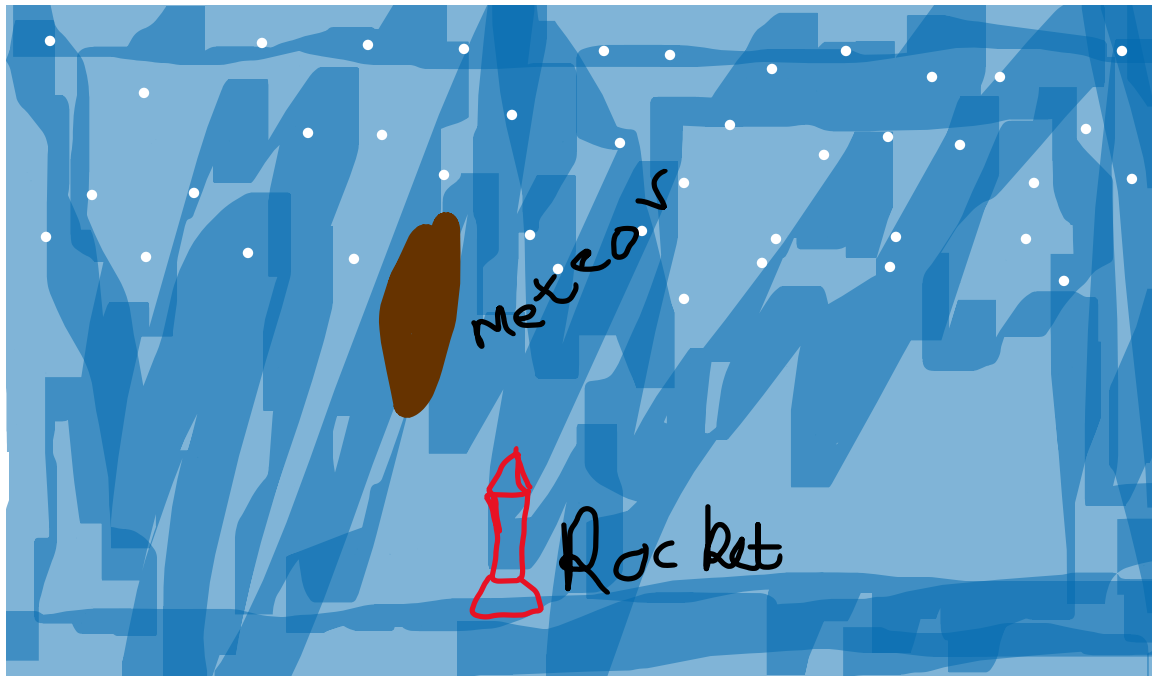
5. Which are the Non-Playing Characters of this game?

- 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	Meteors	Attack the rocket

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 will increase the speed of the meteor so that it is challenging for the player.~~

The meteors appear from anywhere on the canvas. This can make the game more challenging for the player.