Game Design Document

Fill up the following document

1. Write the title of your project.

Ans – Space Infinity (Can be changed later)

1. What is the goal of the game?

Ans – You Have to collect the batteries charge your spaceshuttle so that

You can go back to earth.

1. Write a brief story of your game.

Ans – In this game you are an astronaut.The story starts when you

are sent to space to collect information about planet but

the spaceshuttle malfunctions and it crashes on a planet.

The aliens of that planet see you and they are start running

behind you. They also had set traps for you on the planet.

You have to esacpe them and collect the batteries to

repair your spaceship, so that you can go back to earth.

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 | Astronaut | He can run, jump and use abilities |

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Aliens | They are running behind the astronaut |
| 2 | Traps | If the astronaut touches it the game end |
| 3 | Batteries | They can charge the spaceshuttle |
| 4 | Powerups | Gives random powerups to astronaut |

How do you plan to make your game engaging?

There are 3 levels for the user. There are many animations used and also interactive images used. The astronaut has many powerups like jump boost

double the batteries, etc. There are various sound effects added according to the theme of the game.