

Game Design Document

Fill up the following document

1. Write the title of your project.

Flappy Shark

2. What is the goal of the game?

To get past the lasers

3. Write a brief story of your game.

There was once a shark that was caught by a fisherman. The shark managed to break free. But to escape back into the ocean the shark needs to cross multiple lasers.

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	The shark	This character is the PC
2		
3		
4		
5		
6		
7		
8		

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	The lasers	The lasers are the obstacles
2	The ground	This is the base of our game
3	The background	This is the background of our game
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 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 plan to make the game engaging by letting the character control how many flaps the bird needs to fly.
I can also let the player choose what kind of character they would like to play as. They can also choose what background they want
