Game Design Document

Fill up the following document

* Write the title of your project.

SPLAT!

* What is the goal of the game?

To get as many splats as you can in a line.

* Write a brief story of your game.

You control a single splat trying to collect more splats and avoiding other splats.

* 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 | Red Splat | It can move and collect other splats. |
| 2 | Green Splat | It can move and collect other splats. |

* 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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Rock Splat | Take away 1 splat. |
| 2 | Yellow Splat | Take away 1 splat. |
| 3 | Spikey Splat | Take away 1 splat. |
| 4 | Square Splat | Stop splats from moving. |

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?

It'll be multiplayer.