Game Design Document
Fill up the following document

---

1. Write the title of your project.
➔ Save Butterflies

---

2. What is the goal of the game?
➔ Try To Save All Butterflies

---

3. Write a brief story of your game.
➔ When Ashish Was 14 Years Old He Loves To Catch Or Watch Butterflies While Butterflies Are Flying Or Sitted On Flowers
But His Seniors Was So Heartless They Catch The Biggest And Beautiful Butterflies And Play With Them So Rudely And Bring Them To There House For 10 Mins Of Fun

Ashish Saw How His Senior's Are So Heartless With Insects . So He Decide To Make A Game That He Send Some Messages To All Those Player Who Are Playing The Game . The Message Will Be (Butterflies Make A Garden More Beautiful Than Previous . Withous Butterflies Our World Will Be Like A Hell So Please "Don't Hurt Butterflies Or Other Insects")

---

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	Ashish	Catching the Butterflies Fast
2	Ganesh	Catching the Butterflies Fast
3	Utkarsh	Catching the Butterflies Fast
4	Om	Catching the Butterflies Fast
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	Butterflies	Flying In The Sky
2		
3		
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?
After Score Increase By 5 The Speed Of The Butterflies Will Gets Increase