Game Design Document

Fill up the following document

1. Write the title of your project.
2. What is the goal of the game?

To kill all bad people and defeat the main boss.

1. Write a brief story of your game.

There are 2 stages in the game. First are gaurds and second is boss.  
Defeat boss to finish the game.

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Our Soldier | Fight B) |
| 2 | Opponent soldiers | Do little dmg |
| 3 | Main boss | Do a lot of dmg |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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 | Opponent Soldiers | Do less dmg |
| 2 | Main Boss | Do more dmg |
| 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.

playing character

How do you plan to make your game engaging?

There will be 2 levels. There will be increased diffculty in second level. Skills will also matter.  
There will be many animations and sound which will make it interesting.