Game Design Document

Fill up the Following document

1. Write the title of your project.

MPWS – Multiplayer Person’s Wall Shooter.

1. What is the goal of the game?

To hit opponent player.

1. Write a brief story of your game?

First the player will start moving from starting points of either players

Then each player have to find opponent in maze and then have to

shoot gun bullets to opponent player and who gets hit the bullet then

This life gets decreased by 1 point he total have 3 points when he loses all points then he loses and opponent wins.

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Player1 (with 1 gun) | Will shoot Player2 |
| 2 | Player2 (with 1 gun) | Will shoot Player1 |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Walls | Can stop player from reaching the other player very fast and also act as an obstruction. |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

By only having a player 3 bullets and if player miss hitting the opponent and the bullet hits wall or anything then bullet count decreases by one. And if bullet is 0 then player losses.