Game Design Document

Fill up the following document

1. Write the title of your project.

Tiger Shooting Game

1. What is the goal of the game?

You have to shoot a lot of tigers attacking you and score a lot of point’s

1. Write a brief story of your game.

You are a hunter in the game , you are in a jungle and a lot of tigers are

Attacking you and you have to use tactics and kill the tigers to win the

game by scoring 50 Points!!! And yes the player only has ‘3’ Lives…

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 | The Hunter | Shoot the tiger |
| 2 | Tiger | 1 tiger takes 1 live of the hunter if in contact |
| 3 | - | - |
| 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 | The Background | It fills up the background |
| 2 | The bullets | It helps in killing the tiger & increases the points |
| 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?

As playing it till anyone scores 50 points and it is a pretty hard game as the playes only has ‘3’ lives