Game Design Document

Fill up the following document

1. Write the title of your project.

The Moon Lander

1. What is the goal of the game?

To land safely on the surface of the moon by escaping from the obstacles

1. Write a brief story of your game.

There will be a lander which will be travelling from the earth to the moon to check the activities which is happening in the moon. The lander should be safely landed on the moon from the asteroids (obstacles) which would be hitting it.

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 | Rocket | Escape from the obstacles and land on the moon |
| 2 | Asteroids | Tries to fall on the rocket so that it doesn’t reach the moon |
| 3 | Ground | Gravity and helps to move |
| 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 | Background | Give a good look to the game |
| 2 | Moon |  |
| 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?

I can make my game intresting by adding animations, new characters and hard challenges.