Game Design Document

Fill up the following document

* Write the title of your project.

space travel

* What is the goal of the game?

geting a rocket onto a planet or in orit

* Write a brief story of your game.

there is no specific story

* 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 | sattelite | send a sattelite around a planet |
| 2 | rover | send a rover to another planet |
| 3 | lander | lands a non human spacecraft |
| 4 | colonizer | sends humans to other planets |
| 5 | flyby | sends a rocket fly past a planet |
| 6 | space statioon docker | docks to s apace station around planets |
| 7 |  |  |
| 8 |  |  |

* 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 | mercury | fisrt planet |
| 2 | venus | second planet |
| 3 | earth | third planet |
| 4 | mars | fourth planet |
| 5 | jupiter | fift planet |
| 6 | saturn | sixth planet |
| 7 | uranus | seventh planet |
| 8 | neptune | eighth planet |

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?

make the game intense and make a vibration for each landing