

Game Design Document
Fill up the following document

1. Write the title of your project.

Mysterious Worlds

2. What is the goal of the game?

Goal: Defeat all the monsters in all the levels.

3. Write a brief story of your game.

The Necrolord is attacking many other planets and is met with retaliation from their inhabitants. He finishes the fifth planet's leader(giant purple snake-haired monster) and the ending plays, showing the Necrolord actually getting his crown. Roll credits!

4. 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	Necrolord	Shoot bullets

5. 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	Bullet	Reduce Enemy Health
2	Goop	Regular Alien 1
3	Bigger Goop	Boss 1
4	Tiny Fairies	Regular Alien 2
5	Big Bird	Boss 2
6	Undead Skeleton	Regular Alien 3
7	Vampire	Boss 3
8	Floating Payara	Regular Alien 4
9	Octopus in Case	Boss 4
10	Green Alien(Depicted in the artwork below)	Regular Alien 5
11	Purple Snake-Haired Monster	Final Boss

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?
Many levels(vying after people's need for completing the game)
Next level unlocks after the previous level