Game Design Document

Fill up the following document

1. Write the title of your project

Kill the zombie

1. What is the goal of the game?

To make the earth zombie free and kill all of them

1. Write a brief story of your game.

There is an zombie apocalypse and your job is to kill the zombies.

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 shooter | To kill the zombie |
| 2 |  |  |
| 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 | Zombie1 | They are going to walk toward the shooter and try to kill him |
| 2 | Zombie 2 | They are going to walk toward the shooter and try to kill him |
| 3 | Humans | They are trying to run away from the apocalypse and your job is to save them and not shoot the humans. |
| 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.

A screenshot of a video game

Description automatically generated

How do you plan to make your game engaging?

Bring more humans and zombie in the game as the time progresses