Game Design Document

Fill up the following document

* Write the title of your project.

Vortex 0: Cosmic Intel

* What is the goal of the game?

The goal of the game is to surpass each level eliminating all the enemy ships in the process.

* Write a brief story of your game.

Their are alien ships coming from a unknown planet. These ships are shooting at earth destroying cities. You an elite pilot of Vortex 0 must fly and extract information on the enemy. You have been given the best fighter jet in the world and you must defeat the aliens in the process.

* 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 | Default ship |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 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 | Enemy1 | attack the player |
| 2 | Enemy2 | attack the player |
| 3 | Enemy3 | attack the player |
| 4 | Enemy4 | attack the player |
| 5 | Enemy5 | attack the player |
| 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.

its on my github files

How do you plan to make your game engaging?

I plan to make my game engaging by making the game more and more challenging. also by adding new levels