Game Design Document

Fill up the following document

1. Write the title of your project.

Space Game

1. What is the goal of the game?

Shoot all of the Alien Spaceships, and don’t die from them.

1. Write a brief story of your game.

You will be a spaceship and you have to dodge the bullets the alien spaceships shoot at you, so you will have to shoot them back to go to the next level. You will go all the way tell you meet the mothership then if you win the game restarts.

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 | (you) Spaceship | Kill alien spaceships |
| 2 | aliens | Can kill you |
| 3 | mothership | The final boss. |
| 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 | Make the scenary pretty. |
| 2 |  |  |
| 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?