Game Design Document

Fill up the Following document

1. Write the title of your project.

The great Mario and flappy bird crossover

1. What is the goal of the game?

To rescue Luigi from bowser.

1. Write a brief story of your game?

Bowser kidnapped Luigi and Mario wants is brother back, but he

cannot do it alone so he asks his friend flappy bird for help.

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Mario | Jump |
| 2 | Flappy Bird | Jump/ flap |
| 3 | Mario sitting on flappy bird | Jump /flap |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | The obstacles from the Mario games | Hurt Mario |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

Diagram

Description automatically generated

How do you plan to make your game engaging?

I plan to have some dialogue, and the type of scenes that appear in indie games