Game Design Document

Fill up the following document

1. Write the title of your project.

Fishy Adventures

1. What is the goal of the game?

The goal is to defeat the shark by out-swimming it, and not get eaten while doing so.

1. Write a brief story of your game.

There is a fish that was minding their own business when they accidentally woke up a shark. The shark was mad, and started to chase the fish. The fish needs to defeat the shark to save itself!

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 | Fish | Move with the up and down arrow keys to catch fish to speed up |
| 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 | Food1 | Spawns randomly from right side to be caught by the fish as a speed boost. |
| 2 | Food2 | Spawns randomly from right side to be caught by the fish as a speed boost. |
| 3 | Food3 | Spawns randomly from right side to be caught by the fish as a speed boost. |
| 4 | Shark | Constantly behind the fish and follows it, when shark touches the fish, the game is over and the player loses. |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

Draw your imagination of this game. What does this game look like?

shark Fish Food

* 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?

I plan on making my game engaging by adding various sounds, visuals, and emotions to the characters through images.