Game Design Document

Fill up the following document

1. Write the title of your project.

Ans : LL-Escapes

1. What is the goal of the game?

Ans : To collect Resources and make a rocket and escape Earth

within 50 days.

1. Write a brief story of your game.

Ans : Even after many WARNINGS!!! The Humans exploited nature and

kept sending signals to aliens to contact them . Eventually an

advanced civilization found the signals. They thought they must

capture Human civilization for doing their testing and all. So they

flew from their planet in order to capture humans. They sent signals

and made us aware about their attack. They are going to reach in

50 days. You are a engineer/scientist , therefore you know the

arrangement of the spacecraft. There were a quite space programs

going on. So, there are few abandon ones. You need to collect

parts and assemble it at a launch station, complete it, and launch

it with within 50 days otherwise you will lose.

4. 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 | Monsters | Can damage you |
| 2 | Vehicle(bicycle) | Can be used to jump over walls |
| 3 | rocket | To escape earth |
| 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 | Parts of rocket | Need for rocket |
| 2 | food | Need for rocket |
| 3 | Water | Need for rocket |
| 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.

Drawn on ms-paint will be showing in next class.

How do you plan to make your game engaging?

Using a storyline to connect it to real life(thinking about more).