

Game Design Document

Fill up the following document

1. Write the title of your project.

“Rescue mission”

2. What is the goal of the game?

To Save Troops trapped in castle

3. Write a brief story of your game.

During a war ,few of soldiers of oppsition were taken to castles mission was assigned to Trevor,the military head to that country to rescue and bring back the same.

He and others faces many challenges like monsters ,goblins, army ,etc.But at last ,brings them back home

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	Trevor	Shoot enemy
2	Army troop7	Shoot enemy
3	Army troop1	Shoot enemy
4	Army troop2	Shoot enemy
5	Army troop3	Shoot enemy
6	Army troop4	Shoot enemy
7	Army troop5	Shoot enemy
8	Army troop6	Shoot enemy

5. 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	Goblins	Can squeeze out from anywhere and try to kill the soldiers
2	Monsters	Being placed at a particular position, can throw fire balls on enemy
3	Army men II	Will cover almost entire area and kill other army men
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.

It is a
battlefield with various objects that are spawning

How do you plan to make your game engaging?

-sounds,scores,animations,lives.
