Game Design Document

Fill up the following document

Name: Dia Shahani

1. Write the title of your project.

F.A.E (Fight Against Elements)

1. What is the goal of the game?

To increase your level as the game becomes more difficult, defeat your opponent and collect as many coins as possible.

1. Write a brief story of your game.

You are on an adventure to find a lost island and on your way, you have to save fish along the way. As your fish gains more hearts and strength, it will unlock

3 different spells. The first spell is naturally unlocked the second spell unlocks after 1 minute and the third after 2 and a half. As the strength of your spell increases, the

opponent loses hearts and therefore dies faster, making you the winner. You have 1 chance in each round to block your opponent’s attack. It is preferred to use this once

you are on your last few hearts or once your opponent has unlocked their level three attack. If your hearts finish, then your fish has a second and third opportunity to beat

the opponent (who is either the same or a different fish). Once level 10 is reached, the game ends and you unlock a treasure chest with infinite hearts, and coins.

3

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 | Toots (Blue Fish, Air) | Can shoot three types of blasts:  Level 1: Swoosh  Level 2: Pegasus  Level 3: Hurricane |
| 2 | Rage (Red Fish, Fire) | Can shoot three types of blasts:  Level 1: Crackle  Level 2: Phoenix  Level 3: Wildfire |
| 3 | Bublute (Green Fish, Earth) | Can shoot three types of blasts:  Level 1: Crumble  Level 2: Basilisk  Level 3: Landslide |
| 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 | Coins | Increase coins |
| 2 | Heart | Increase hearts |
| 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.

<https://www.canva.com/design/DAFXPyiSzTA/K8GOaVo3Z0QvfJhOROVjVw/edit?utm_content=DAFXPyiSzTA&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton>

Link to images. Sorry that it makes no sense but I will be able to explain it to you 😊

How do you plan to make your game engaging?