Game Design Document

Fill up the following document

1. Write the title of your project.

**Beach Ping-Pong Game**

1. What is the goal of the game?

**To make the opposing player lose by not being able to hit the ball.**

1. Write a brief story of your game.

**Two animals playing ping pong games on the beach.**

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 | **A Seagull** | **The seagull is the player who has to hit the ball and attempt for the opposing player to fail to hit it.** |
| 2 | **A Crab** | **The crab is the opposing player who is played by the computer** |
| 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 | **Stones** | **Shown in the background for scenery** |
| 2 | **Seashells** | **Shown in the background for scenery** |
| 3 | **Seaweed** | **Shown in the background for scenery** |
| 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.

**The game is taken place on a beach. A Seagull and a crab are versing each other. When one of them earns a point the score will increase on top of them and when they fail the points will decrease.**

How do you plan to make your game engaging?

**To make it engaging whenever their points decrease or increase both the crab and seagull have an emotion. For example, if they earn a point they’ll be happy.**