Game Design Document

Fill up the following document

1. Write the title of your project.

Balloon Popping Game

1. What is the goal of the game?

Pop the balloons with the pins

1. Write a brief story of your game.

Firstly there would be a background behind. From the top of the screen the balloons will be falling down. The ultimate goal of the player is to pop the balloon. There will be a scoreboard which would increase the score by five when the player pops a balloon. If the player misses the balloon the game gets over and he/she can use the reset button to repay the game.

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 | Pin | Can pop the balloons |
| 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 | Balloon | Come from top to bottom |
| 2 | Obstacles | Come from top to bottom |
| 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.

How do you plan to make your game engaging?

By increasing the speed of the games or the difficulty level of the game.