Game Design Document

Fill up the following document

1. Write the title of your project.

Tennis competition

1. What is the goal of the game?

winning the tennis competition against the opposite player and learn more about the pointing system of tennis

1. Write a brief story of your game.

After years of practice, you are invited to a tennis competition. In this

Competition you experience more about tennis and want to make a

game on it, so that you tell others about how fun tennis is.

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 | Tennis racket 1(PC) | Will be hitting the ball |
| 2 | Tennis racket 2(PC) | Will be hitting the ball |
| 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 | Ball | Passed from one player to another |
| 2 | Audience | Will be watching the match |
| 3 | Net | if the ball touches the net and doesn't bounce on your opponent's side of the table, the server loses the point |
| 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 adding sounds, animation by increasing the velocity of the ballby adding sweet alert and leaderboard