Game Design Document

Fill up the following document

1. Write the title of your project.

The Legend Of The Ball

1. What is the goal of the game?

Complete the levels to stop the enemies to get revenge for the balls.

1. Write a brief story of your game.

The shapes are capturing the balls and making them more of themselves. The player needs to be awakened through a animation and save the other balls. At the end of every chapter there will be a boss and a few balls. Save Them.

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 | Ball | It’s the player |
| 2 | Button | Open the mechanical object temporarily |
| 3 | Lever | Open the mechanical object permanently |
| 4 | Trap Doors | It opens if the player is above it |
| 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 | Cubes | Normal Enemy |
| 2 | Cuboids | Under Water Enemy |
| 3 | Covals | Flying Enemy |
| 4 | Cones | Under Ground Enemy |
| 5 | Cylinders | Bars/Obstacles |
| 6 | Stars | NEED them to get medals |
| 7 | Medals | Rare spawing (give more exp then stars) |
| 8 | souls | Dropped when killed an enemy(like a star) |

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.

Ok

How do you plan to make your game engaging?

To make more levels and make those levels harder as they progress. Game chapters for different types of enemies. Have the player collect stars, medals and souls to unlock more chapters. That should be enough.