Game Design Document

Fill up the following document

1. Write the title of your project.

Alien Survival.

1. What is the goal of the game?

To defend yourself from Aliens and fix your ship.

1. Write a brief story of your game.

You crash land on Mars and you team is nowhere to be seen, suddenly you

hear a strange noise in the distance. AN ALIEN!! After you kill the Alien you

realise they have parts that can fix your ship and get you back to earth,

but you’re going to need more parts.

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 | Astronaut(main character) | Shoot Aliens |
| 2 | Robo-Bob | Repair your ship |

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 | Aliens | Attack the Astronaut |
| 2 | The Scavengers | Can stop Robo-Bob from repairing your ship for a certain amount of time. |
| 3 | King Alien | Attack Robo-Bob and the Astronaut |
| 4 | King Alien guards | Steal your parts |
| 5 | Sneaky Aliens | Blind the Astronaut |

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.

A picture containing diagram

Description automatically generated

Note:Names of characters will not be displayed this is only to make it clear.

How do you plan to make your game engaging?

I will make my game engaging by having more and more enemies come and attack you. Also depending on how quickly you defeat the enemies or how much damge you take when the enemies arrive will change how many parts you need.