Game Design Document

Fill up the following document

1. Write the title of your project.

Ichcha in Space

1. What is the goal of the game?

To reach to the earth from the space while skipping the asteoroids and the obstacles that come in between

1. Write a brief story of your game.

Ichcha is stuck in space with her spaceship and has lost contact from earth. She needs help to get back to earth. The player needs to help her get back while not hitting any asteoroids or obstacles on the way.

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 | Spaceship | Burst the obstacles |
| 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 | Obstacles including asteoroids, meteoroids, stones etc. | Gets destroyed when hit by the spaceship |
| 2 | Earth | Final destination |
| 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?

The player will be shooting any obstacles that come in his/her way. The score increases as the player destroys the obstacles. The game ends when the player reaches Earth.