Game Design Document

Fill up the following document

1. Write the title of your project.

Shoot The Zombie

1. What is the goal of the game?

To defend yourself from the zombies that are coming to kill you by shooting them

1. Write a brief story of your game.

A player is stuck in a haunted jungle and is now trying to escape the jungle while being safe and alive, but there is a problem that there are

zombies on his way out of the jungle and there is no other way to cross that haunted jungle he only has one option now and that is to

kill the zombie with his gun but the gun has a limited ammount of shot

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 | Zombies | Kill or harm the player |
| 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 | Gun’s ammo | Shoot the zombies |
| 2 |  |  |
| 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.

There is a haunted jungle where there are a lot of zombies in the night time and the player is trying to get out of there after clearing his way by killing the zombie

How do you plan to make your game engaging?

I plan to add more obstacles like zombies making it a little tougher to get out pf the jungle and I plan to increase the difficulty level by increasing the zombies speed and an ending scene for the player if the player completes the game and escape.