Game Design Document

Fill up the following document

1. Write the title of your project.

Reach the Earth!

1. What is the goal of the game?

To reach the room (where all controls are there) of the spacecraft to start it and to land it on the Earth.

1. Write a brief story of your game.

There was a boy named Alex. He was 18 years old. Alex also likes space just like me. So he decided to become Astronaut. On one nice day, he went to space with his buddies. They reach the near the Mars but after that only the spacecraft fuel was finish, so they got stuck there in middle of no-where.

One of the member called the central or the company to send/give advice to them to tell what could they do. After several hours of finding a way out of this problem, one of them saw a monster floating in the space. After all that the game begins.

After defeating the monster, only Alex remains and he got landed on earth safely. {He finds the fuel when he is in 2 floor and the weapon on 3 floor and the Monster on 4th}

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, wizards, etc., are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Alex | He can move and can kill monster. |
| 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 | Monster | He can move independently and can hit the player. |
| 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.

I have no idea

How do you plan to make your game engaging?

I don’t know, sorry ☹