Game Design Document

Fill up the Following document

1. Write the title of your project.

Sans Fight (title for now)

1. What is the goal of the game?

To kill Sans/fight to continue

1. Write a brief story of your game?

In the main game, Sans only fight when Frisk when he/she kill everyone.

In this case, Frisk or Chara reset 66 time, Sans started to become award of this event, so he decides, no more lazy time.

Frisk/Chara have no seen Sans when they left the ruin, not even in Waterland or Hotland.

They found Sans waiting for them in the middle of judgement hall, however, this is different.

Sans say how he meet 'G' and talk about all the timeline they have done and know what must be done.

With that, Sans put up the idea of dodging and go FULL ON OUT!!!!!!!!!! No mercy...

Sans is aware of what work and what did not work as he also remember all the battle even if they go back to their save point.

In summary, all attack will be randomize and new, more dodge then he use to do, and try to use different soul effect(note: should be

very weak for the fact he can only do blue soul).

Playable character: Frisk/Chara

NPC: Sans

Should maybe be an uneasy feeling

Play on computer

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 |  |  |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?