

Game Design Document
Fill up the following document

1. Write the title of your project.

Pirate Invasion

2. What is the goal of the game?

The goal of the game is to shoot the ships with the balls and destroy them.

3. Write a brief story of your game.

In the game there is a castle on top of that there is a ball shooter. In front of the castle there are ships coming we have to shoot and destroy them before they reach the castle.

4. 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	Balls	It can shoot the ship using arrow keys.
2		
3		
4		
5		
6		
7		
8		

6. 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	Ship	It keeps on moving until it reaches the castle or it is destroyed by the balls.
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.



Ship

Shooter

How do you plan to make your game engaging?

By increasing the speed slowly and bringing more ships to shoot.