Game Design Document

Fill up the following document

1. Write the title of your project.

Get The Helicopter Safe

1. What is the goal of the game?

The goal of the game is to reach a helicoptr at the end of the game safely without dashing anywhere

1. Write a brief story of your game.

The story is that a person called Joshin wants to reach the helicopter

At the helipad as instructed by his boss,he has asked him to get the

Plane safe or else he wil be fired and on the way there is lot of obstacle

Please help Him reach the Helipad so that he wont be fired

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 | Helicopter | Move up,down and rightsde |
| 2 | Plane(Obstacle) | Keep on come in the left direction |
| 3 | Cloud(Obstacle) | Keeps on come it the left direction |
| 4 | Building | The helicopter goes above the building and there can be mamy obstacle above so he needs to  Come down so when he comes down there is possiblityhitting the building |
| 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 |  |  |
| 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.

How do you plan to make your game engaging?