Game Design Document

Fill up the following document

1. Write the title of your project.

The title is the :explosionimage: wrecking ball game :explosionimage:

1. What is the goal of the game?

Knock over all the bricks in the tower

1. Write a brief story of your game.

A building manager has ordered rose to wreck a old building to replace it

With a new one , so rose used her bullfdozer to carefully knock over the

Bricks . help her to achieve it in a perfect manner…

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 | rose | Will be controlling |
| 2 | Wrecking ball | Will be smashing |
| 3 | * N/A - | ----- |
| 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 | The truck | Just stay and hold the ball |
| 2 | The bricks | Have to get knocked over by the player |
| 3 | no | ------ |
| 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 I show it here

How do you plan to make your game engaging?

Make it a little more challenging , in the sence the building will get further and further as time goes … not too hard , at the same time not too easy ..