Game Design Document

Fill up the following document

* Write the title of your project.

Ans : GTST (Guard To Save Trees)

* What is the goal of the game?

Ans : To save the trees

* Write a brief story of your game.

Ans : In a village their was a farmer who was growing fruit bearing trees with his full efforts. Some animals of the nearby forest of the village were trying to attack his garden. In addition to these lumberjacks were also trying to steal the trees. So, the farmer asked your help to get ride of those problems.

* 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 | Guard | Can swith his tools to chase perticular animal or lumberjack |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Lumberjack | Destroy the trees |
| 2 | Monkeys | Destroy the trees |
| 3 | Birds | Destroy the trees |
| 4 | Deers | Destroy the trees |
| 5 | Trees |  |
| 6 | Saplings |  |
| 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?

Switch to the right tool between 4 tools to chase the animals and lumberjack. Chasing all before they destroy the trees.