Game Design Document

Fill up the following document

1. Write the title of your project.

Metallic Pong

1. What is the goal of the game?

To put the ball in the robort’s goal using panels, to get 1 score.

1. Write a brief story of your game.

The game starts when pressed enter, throwing a bouncy ball in the game area. Players are supposed to hit the ball with their controable panels. The ai can also control their panel. The game ends when any player hits 3 shots into the opponents goal.

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 | Panel 1 (PC) | Bounce ball off the goal. |
| 2 | Panel 2 (PC) | Bounce ball off the goal. |
| 3 | Panel 3 (NPC) | Bounce ball off the goal. |
| 4 | Panel (NPC) | Bounce ball off the goal. |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

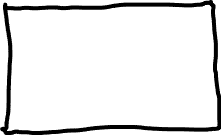
1. Which are the Non-Playing Characters of this game?

* 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?