

Game Design Document

Fill up the Following document

1. Write the title of your project.

Three-Sided Sports

2. What is the goal of the game?

The goal of the game is to win your rival challenger in three different sports, which are bowling, archery, and golf. Whoever wins the Tri-Sport Tournament wins the game.

3. Write a brief story of your game?

The story behind the two players will be that in the last Tri-Sport Tournament, each one of them made it to the finals. However, the finals were cancelled due to a long-lasting pandemic that has now ended. Now, the stadiums are up and running, and they both have gotten their chance to finish what started before the pandemic. Who will win?

4. Which are the playing characters of this game?

- Playing characters are the ones which respond to the user based on the input from the user
- Cars, monkeys, dinosaurs, wizards etc, are the playing characters in the game.

Number	Character Name	What can this character do?
1	Contestant 1	The is the first finalist of the resumed Tri-Sport Tournament.
2	Contestant 2	The is the second finalist of the resumed Tri-Sport Tournament.
3	Bowling ball	The player controls this ball in the bowling section.

4	Bow and arrow	The player controls this bow and arrow in the archery section.
5	Golf stick	The player controls the golf stick in the golf section.
6		
7		
8		

5. Which are the Non Playing Characters of this game?

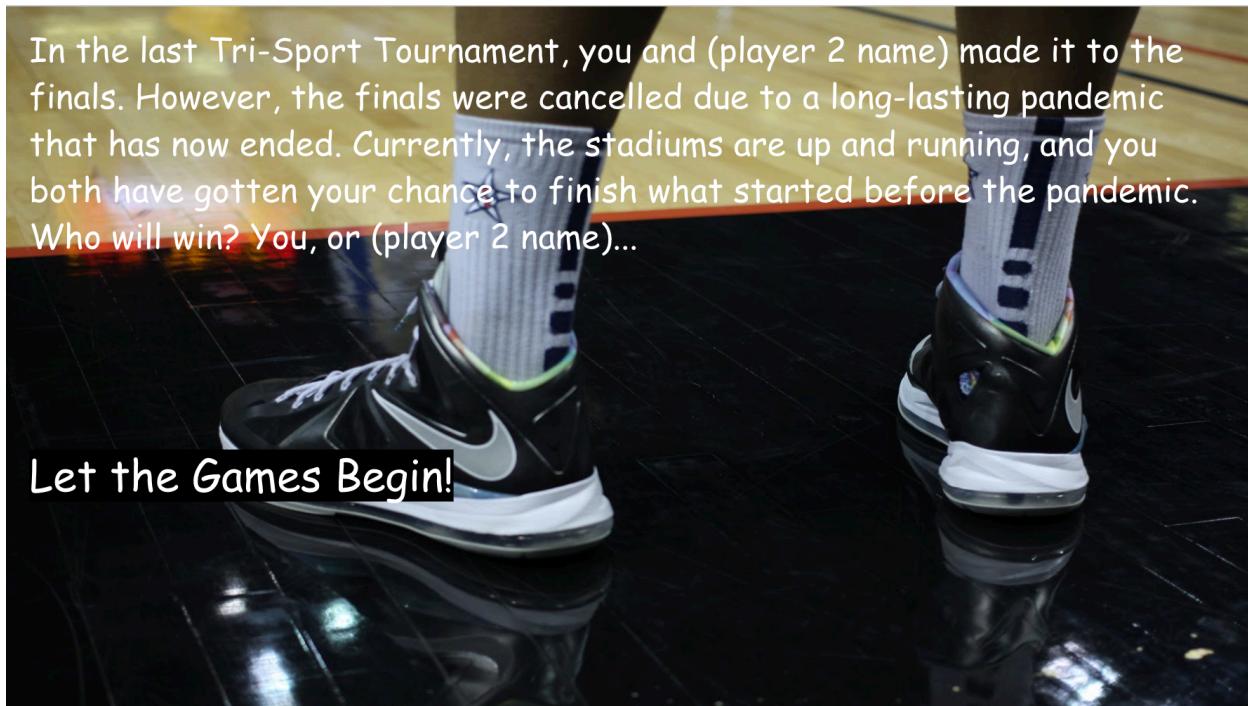
- Non Playing characters are the ones which don't have an action or a behavior when the user interacts with the game.
- Hurdles, stones, bananas, coins, etc are non playing characters in the game.

Number	Character Name	What can this character do?
1	Bowling pins	These items are a part of the bowling section, but they do not respond to the player's actions.
2	Golf hole	This character is a part of the golf section, but it does not respond to the player's actions.
3	The archery target (bull's eye)	This character is a part of the archery section, but it does not respond to the player's actions.

4	Bowling alley	This character is the railway on which the bowling ball travels, but is not affected by the player's actions.
5		
6		
7		
8		

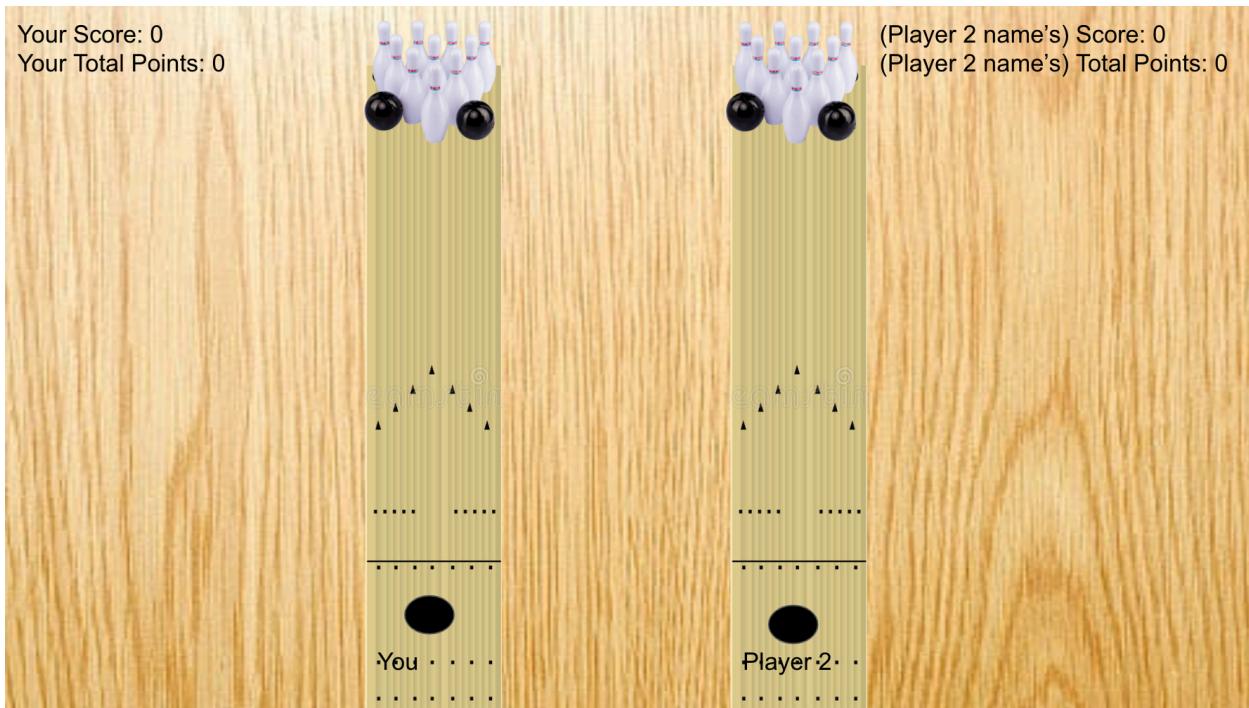
Draw your imagination of this game. What does this game look like?

- Draw the game either on your computer or on paper,
- Add images of scenes of the game to show each of the playing and non-playing characters at least once.



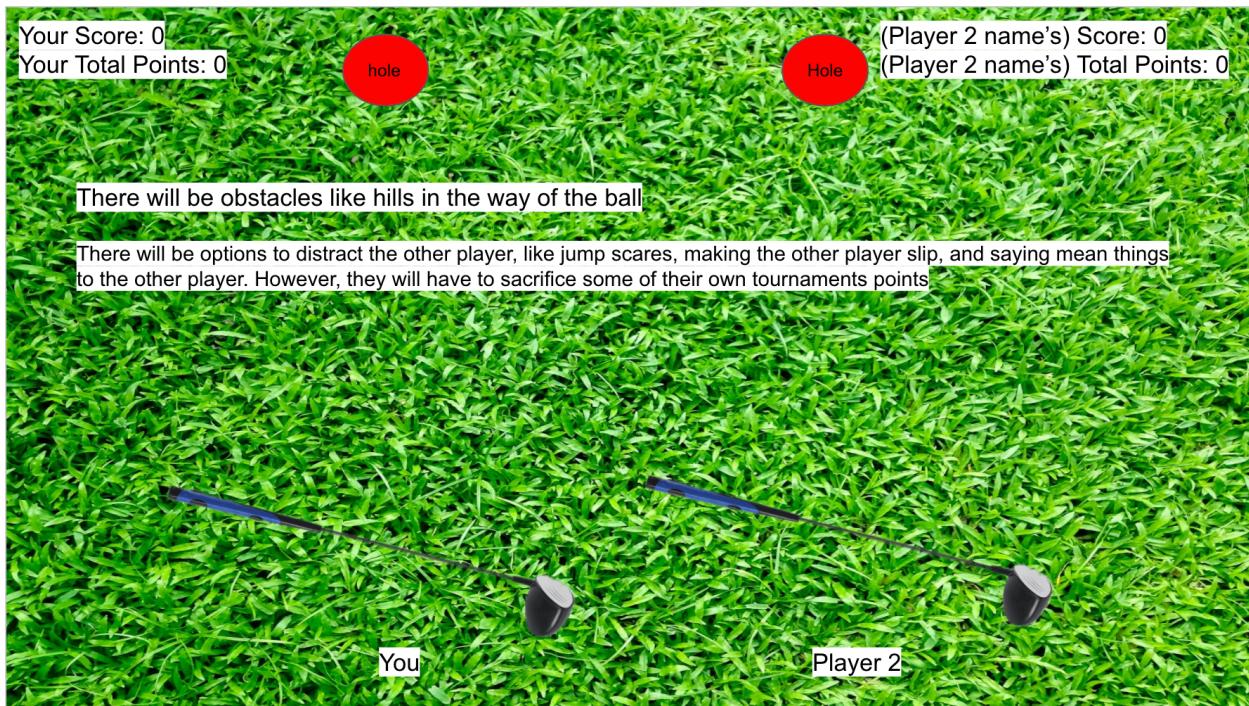
Your Score: 0
Your Total Points: 0

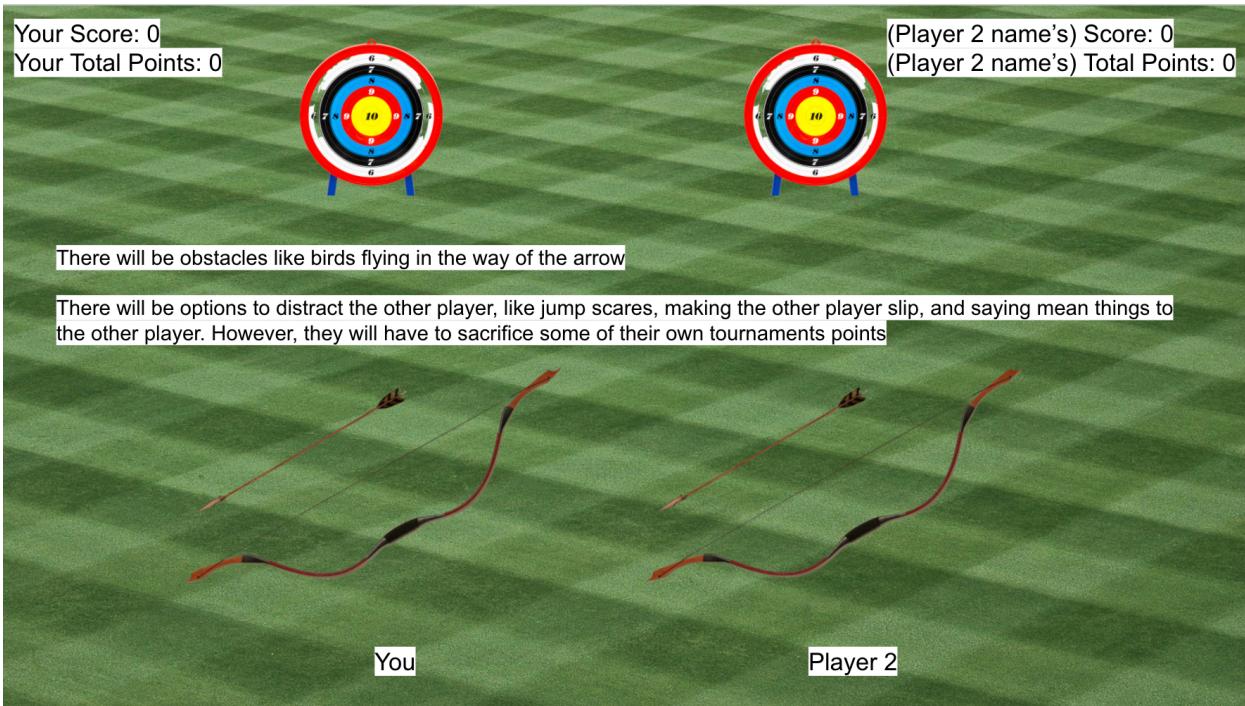
(Player 2 name's) Score: 0
(Player 2 name's) Total Points: 0



Your Score: 0
Your Total Points: 0

(Player 2 name's) Score: 0
(Player 2 name's) Total Points: 0





How do you plan to make your game engaging?

I will make this game more engaging by adding audio affects (music), and options to distract/trick the other player from winning. This includes jump scares, making the other player slip, and saying mean

things to the other player. However, they will have to sacrifice some of their own tournaments points (aka score) in order to trick the other player to their benefit. For example, during the golf tournament, the player currently about to swing might get jump scared by the other player, who just used their own point to scare the other player and stop him/her from winning. I will also add a form in the beginning, asking for the players name and their gender, so I can give a condition telling the computer to either add a male or female image to the player.
