Game Design Document

Fill up the following document

1. Write the title of your project.

BasketBall Shooter

1. What is the goal of the game?

To make a fun and entertaining relaxing game

1. Write a brief story of your game.

A person is given different number of balls in each level and he needs

to throw as many balls as specified into the hoop.Only then can he escape a dungeon.

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 | Boy | He can throw the ball into the hoop. |
| 2 | Ball | The ball goes into the hoop to activate new doors. |
| 3 |  |  |
| 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 | Hoop | It activates a door when the ball is hooped. Difficulty increases with levels. |
| 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?

I would make the levels harder with each level along with mazes that the player and basketball need to pass through