Game Design Document

Fill up the Following document.

1. Write the title of your project.

QuickShot

1. What is the goal of the game?

To score high enough to a certain number of points.

1. Write a brief story of your game?

The Boy’s Scout activity today is an archery class. You see your rival and you do not want to lose to them. So, you challenge them to a mini competition. You betted your entire reputation, and the goal is to reach 30 points.

1. 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, dinos, wizards etc., are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Ares | He can be the main player. He can also shoot arrows |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | Arroe | An arrow |
| 2 | Boe | A bow |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

Every time an arrow is shot the target moves faster.