Game Design Document

Fill up the following document

1. Write the title of your project.

Breakout game

1. What is the goal of the game?

The goal of this game is to teach the player to pay attention to their surroundings and to improve their reflex.

1. Write a brief story of your game.

There are layers of bricks assigned with random colors. The ball is used to hit the bricks and know it out. The paddle is used to bounce the ball and target the bricks. The player is given 3 lives each round to knock out all of the bricks.

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 | ball | Hit the bricks |
| 2 | paddle | Directs the ball in the direction of the bricks |
| 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 | bricks | They can be touched by the ball and disappear once the action is played. |
| 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?

By adding more colors to the game, to make it look more attractive. Also providing the player with three lives each round.