Game Design Document

Fill up the following document

1. Write the title of your project.

Snake Xenzia

1. What is the goal of the game?

The goal is to revise all the things and concepts we have learnt in our previous classes.

1. Write a brief story of your game.

My game is based on a snake that eats apples and grows bigger and bigger.

Score also increases simultaneously.

But if the snake touches the borders the game comes to an end.

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 | SNAKE | EAT APPLES |
| 2 |  |  |
| 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 | APPLES | APPEAR RANDOMLY AND VANISH AFTER A CERTAIN POINT OF TIME AND GET EATEN BY THE SNAKE |
| 2 | BORDERS | ENDS THE GAME IF SNAKE TOUCHES IT |
| 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 making it not too easy and not too diffcult because if it would be too easy then the players will get bored and if it is too difficult the players will get frustrated.