Game Design Document

Fill up the following document

1. Write the title of your project.

Brick Breaker

1. What is the goal of the game?

To try to break the tiles.

1. Write a brief story of your game.

Zack loves to play paddle games. He wants to design a game that can let him play with a

paddle and ball on his computer.

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 | Player Paddle | It can bounce the ball. |
| 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 | Ball | It can bounce and break tiles. |
| 2 | Tiles | They can be broken by the ball. |
| 3 | Power-Ups | They aid the player in breaking the tiles. |
| 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 ‘Power-Ups’ to the game to assist the player in breaking the tiles, and adding lives tothe game to add more of a challenge.