Game Design Document

Fill up the Following document

1. Write the title of your project.

ENDER HERO

1. What is the goal of the game?

THE GOAL OF THE PROJECT IS TO PASS ALL THE DIFFICULTIES AND SCORE THE MAXIMUM POINTS AND REACH THE END

1. Write a brief story of your game?

THE PLAYER HAVE PASS ALL THE DIFFICULTIES AND SCORE MAXIMUM POINTS AND WIN

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 | HEROBRINE | SHOOT  SWORDS,JUMP SUPER HIGH |
| 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 behaviour 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 | NINJA | WALK IN GAPS ,SUPER SPEED |
| 2 | FIREBALLS | EXPLOSIONS |
| 3 | POISON PLANT | SUDDEN APPEARENCE |
| 4 | ARROW | SUPER SPEED,  SHARPNESS |
| 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?

AS THE SCORE INCREASES THE SPEED OF THE NPC INCREASES