Game Design Document

Fill up the Following document

1. Write the title of your project.

I am working on a game that was famous at it’s times known as ‘Flappy Bird Game’

1. What is the goal of the game?

My goal of the project is to make people entertain by escaping through pillars.

1. Write a brief story of your game?

Nguyen had created a simple game in which the player controls a funny-looking bird by tapping the screen. And I realized that flappy bird can be played on mobile so why not on other systems so I am creating a same game controlled by pressing the space bar.

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 | Flappy Bird | It can fly according to our controls. |
| 2 | Pillars (Both up and down) | These both pillars are the obstacles that will be present on random places to stop the bird from flying. |
| 3 | background | The background will be moving so that the player can get a collision of making the bird fly. |
| 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?

I think the game will start from normal speed and as the player goes further it will be challenging for him because the speed of the bird and pillars will increase. And slowly the player has to move his finger fast but at the correct time so that he can play nice and for long time also…