Game Design Document

Fill up the Following document

1. Write the title of your project.

Dolphin

1. What is the goal of the game?

Save the dolphin from the bullets being fired by the hunters

1. Write a brief story of your game?

Dolphins are endangered animals . In this Game the dolphin rescuer

Is saving the dolphins from being hunted by the hunters

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 | Dolphin rescuer | Saves the dolphin from bullets |
| 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 | Hunters | Shoot the dolphin |
| 2 | dolphin | Moves around in a random direction in the water |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

Hunters

bullets

You

Dolphin

How do you plan to make your game engaging?

I plan to make my game engaging by adding animated characters and BGM