Game Design Document

Fill up the following document

1. Write the title of your project.

INTERSTELLAR

1. What is the goal of the game?

To save the Earth and find the deceiver.

1. Write a brief story of your game.

There was a mission in which a team of astronauts had to go in a black hole to search for a new terrestrial life. But what happens is that one of them is a traitor. He had already made contact with the aliens and tried to invade the Earth. Now the captain has to save the Earth and also have to find the traitor.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | The Captain of the crew | He can move through keys and can perform certain tasks which will help him find the traitor. |
| 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 | Meteorites | It can hurt the captain |
| 2 | Aliens | They too can hurt the captain |
| 3 | Other members of the crew | Can wander in the space |
| 4 | The Traitor | Can make the aliens strong or can instantly hurt the captain. |
| 5 | Fuel Tanks | Will increase the speed of the captain. |
| 6 | The Bright Spot | Will end the game and the captain wins. |
| 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.

I have added all the images. I HAVE SHOWN SOME OF THEM TO YOU.

How do you plan to make your game engaging?

The captain will have to save the Earth by using a laser sword which will help him fight the meteorites and the aliens. But each time the traitor comes close to the alien he can make them stronger and bigger which will make the captain attack the same alien two times. And the traitor has a weak spot. The captain will have to identify the spot on his spacesuit and has to kill the deceiver. To make it more interesting and engaging, the captain can collect fuel so that he can increase his speed. As soon as the score hits a certain amount, a checkpoint sound or the next level will be coming. A bright spot will be appearing on the screen and if the captain comes close to it, the traitor will die on its own and the game will end instantly.