Game Design Document

Fill up the Following document

* Write the title of your project.

Tim and Tom's Adventure

* What is the goal of the game?

There is a super villan which he will kidnap one of his friend.

The goal is to rescue his friend sam.

* Write a brief story of your game?

Tim, Tom and Sam are best friends in the world.There is a super villan which he will kidnap one of his friendfor the special reactor which is capable to control gaint 1,000 robots in single time. The reactor is always with Sam. Therefore, he was kidnaped and the two friends have to help Sam to rescue him and take the reactor from the super villan.

* 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 | Tim | If he get booster he will shoot fire balls |
| 2 | Tom | If he get booster he will shoot ice balls which will freeze the oponent |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Evil devil rockstar | he has the power of both ice balls and fire balls. He is the super villan |
| 2 | Human hunters | the human hunters thow the axe on both the players. |
| 3 | Roll skate | If the player touches the roll skate, the player will get out of control. |
| 4 | Pirana snakes | If any of the player touches the snake will attack the 2 players. |
| 5 | Sam | He will say Thanks to his friends |
| 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?

By background sounds and the sounds of power - up and stage clear sounds.