Game Design Document

Fill up the following document

1. Write the title of your project.

SkyFighters

1. What is the goal of the game?

The goal of the game is to reach a certain checkpoint while simulating a fighter jet while dodging several obstacles in your way.

1. Write a brief story of your game.

You are a fighter piolet and your mission is to succesfully return to

your base. You are going to get chased by many enemies as well,

so be careful!

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Fighter Piolet | Must reach the base |
| 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 | Storm Clouds | Destroy the plane |
| 2 | Enemy Jets | Stop you from winning |
| 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 the game scenes to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?   
I will try to make the game so that the player gets a challenge and can only   
win if they know what their doing