Game Design Document

Fill up the following document

1. Write the title of your project.

Plants vs Platforming

1. What is the goal of the game?

The goal is to get across the level, avoid the enemies and obstacles, and reach the finish.

1. Write a brief story of your game.

In this platform game, the plants have to evade and defeat the zombies, trying to get to the end of each level and eventually fight the final zombie boss.

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 | Peashooter | Run, jump, shoot projectiles |
| 2 | Wall-nut | Run, jump, extra health, slower |
| 3 | Sunflower | Run, jump, can heal itself, fast |
| 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 | Normal Zombie | Walk, attack |
| 2 | Projectile Zombie | Walk, shoot projectile |
| 3 | Fast Zombie | Run fast, attack |
| 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.

A picture containing toy

Description automatically generated

How do you plan to make your game engaging?

I plan for the levels of the game to be different from each other, just make each level a bit of a challenge and different from each other. A lot of platforming and enemy fighting.