Game Design Document

Fill up the following document

1. Write the title of your project.

Battle of secret warplanes of World War II

1. What is the goal of the game?

Destroy enemy base or shoot down 15 planes

1. Write a brief story of your game.

You are to fly a plane and capture an enemy base. Protect yourself

from the enemies’ planes. When you respawn, you have to fly a

different plane. Avoid anti-aircraft guns that are in each other’s territories.

The game is also multiplayer.

The game is 20 players max(10 on each team).

Planes have markings to show what country was it made(look realistic).

All planes have health bars.

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 | Plane Name | What can this Plane do? |
| 1 | Hs-132 | Drop bombs |
| 2 | L 133 | Fly at high speeds |
| 3 | XP-79 | Ram planes |
| 4 | Dark shark | Switch between jet or prop engine |
| 5 | i-16 | Light attack fighter |
| 6 | squirt | Land on water |
| 7 | A6M zero | interceptor |
| 8 | Hawker huricat | Light fighter |
| 9 | XF5U | Fast fighter |
| 10 | Me-262 | Heavy interceptor |
| 11 | Ho-229 | Heavy fighter |
| 12 | Mizuno Shinry II | Fast swept winged fighter |
| 13 | kikka | Japanese version of the Me-262(a little different in the tail and airframe) |
| 14 | He-178 | interceptor |

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | B-17 flying fortress | Drop bombs |
| 2 | He-111 | Medium bomber |
| 3 | Me-262(in Japanese colors, not the German colors) | Heavy fighter |
| 4 | Ki-43 oscar | Heavy fighter |
| 5 | Glostor metor | Heavy fighter |
| 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.

Water with a few islands. Few bases on some of the islands.

How do you plan to make your game engaging?

See a plane and aim with your scope. Or when ground attacking, drop bomb on top of the target. If low on health, return to base and press “R”.

People can fly a certain plane one time in the game. As time goes on, the anti-aircraft guns will shoot faster and more aggressive and even shoot at a high range and longer ranges. After using up your bombs(depending on the plane you’re flying) you will have to destroy enemy base with your machine guns(which is difficult) or realiy on the nonplaying bombers.