Game Design Document

Fill up the following document

1. Write the title of your project.

Moon Lander

1. What is the goal of the game?

To land the lander on the moon without crashing.

1. Write a brief story of your game.

Nasa has developed a prototype lander that will be used in future missions. They want someone to control the lander and has asked you to make a game for the testing.

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 | Lander | Has the ability to fly around the moon’s surface but has limited fuel. |
| 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 | Obstacle | Stays still in one position. Lander must avoid or else it crashes. |
| 2 | Ground | Surface of the moon. |
| 3 | Landing Area | On the surface of the moon, area where you can land. |
| 4 | Earth | Seen from the moon. |
| 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.

I have selected the game from the options given, we can refer to those images.

How do you plan to make your game engaging?

To add different obstacles in place of constant ones. Makes sure that the game isn’t the same as always. By limiting fuel, like a timer of when it should land.