Game Design Document

Fill up the following document

1. Write the title of your project.

A:- space shooter

1. What is the goal of the game?

A:-to save the earth from aliens

1. Write a brief story of your game.

There is a boy ram he love space moon stars .one day in the dark

Night he was walking in the garden and saw the space shuttle he

Went into it and by mistake he pressed the start button and went into space and saw some ufos moving towards the earth and the he decided to fight them and save the earth.

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 | Player |  |
| 2 | Ufo |  |
| 3 | Ufo2 |  |
| 4 | Ufo3 |  |
| 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 | Planets |  |
| 2 | Stars |  |
| 3 | Moon |  |
| 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?

The game is very interesting . the story line of the game is good .there is score for every individual game and player