Game Design Document

Fill up the following document

1. Write the title of your project.

TGCG, The Great Cluster of Games

1. What is the goal of the game?

The goal of the game is to enjoy the different mini games leading to a finale and to be know as the cluster master.

1. Write a brief story of your game.

You, a soul is placed into different bodies of different universes, with different newton’s leading to different laws of physics, a tip is to not go upside down hehe. First you encounter ‘The Great ball of Worlds’, fight the balls with your jumber/gunner in a closed space and tolerate the constant noises of the bullets. Here the PC has to destroy the guns and collect the coins incoming!!

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 | The Great ball of wonders | Shoot, jump, KILL!! |
| 2 | And many more to come……. |  |
| 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 | Wandering balls | WANDER! And get killed too |
| 2 | The gun | It does like to shoot |
| 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.

A piece of paper with writing on it

Description automatically generated with medium confidence

How do you plan to make your game engaging?

The constant change in the whole game and the aspect of exploring and finding things you never expected to!! The age old engaging and thrilling concept of a coin bar and the things you can use those coins for!!