Game Design Document

Fill up the Following document

1. Write the title of your project.

Galaxy light-off

1. What is the goal of the game?

To destroy all the enemies and get to the finish without getting destroyed

.

1. Write a brief story of your game?

A space enthusiast was sitting in his house \*chillin\*. Suddenly an alien comes and takes his teddy bear and his red bull stock(the most important thing in life for him). He takes back those things with a raid but finds out that the alien army is behind him…… help him find out a way to escape their scope before the aliens capture his teddy and stock again.

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Space enthusiast | Controls the aircraft |
| 2 | Yellow alien | Normal shooter |
| 3 | Blue alien 👾 | bomber |
| 4 | Boss alien | Shooter and bomber |
| 5 | resistance | To protect the enthusiast |
| 6 | Queen airship 1o1 pilot | Controls the biggest ship for the aliens |
| 7 | comet | A obstacle in the game |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Space background | background |
| 2 | bullets | Can destroy alien ships and vice versa |
| 3 | Banana peels | (human waste in the space too) |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?   
\*game adaptivity – higher the score, higher the intensity of the game.

\*comment on how the player plays – (sounds in the game, score etc)

\* Balance (the game should not be too hard nor too easy)