Game Design Document

Fill up the following document

* Write the title of your project.

''VIRUS HUNTER''

* What is the goal of the game?

Prevent corona by spraying sanitizer without losing 3 lives and score high.

* Write a brief story of your game.

In the present pandemic, we need to take precautions like using sanitizer, following social-distance, wearing mask, vaccination. So the theme of this game is to make the kids aware of corona and its precautions. There will be a main character catching a sanitizer. This main character is moved in vertical direction using arrow-keys. The obstacles are viuses. These obstacles are moved in horizontal direction The player will be having 3 lives. The obstacles will be coming randomly towards the player. When the player clicks the space button a droplet of sanitizer releases from the sanitzer bottle. If the droplet touches the virus, the droplet gets invisible and the player score increases. If the droplet touches the booster, The player will recieve another life. If the obstacle touches the player, the player will lose one of his life. If the player loses all the three lives, the player will lose the game.

* 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 | Girl/boy holding sanitizer spray | she/he can move up and down by using the arrow keys and he/she can click the space bar to use the sanitizer spray |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | viruses | this character is an obstacle which is controlled by the computer. If the player touches the viruses, the player will lose one of his/her life. |
| 2 | booster | If the droplet touches the booster, the player recieves another life. |
| 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.



How do you plan to make your game engaging?

I will display some messages like when the player loses his/her 1st life we display a message saying "DON'T WORRY, YOU ARE STILL HAVING 2 LIVES LEFT'', When the droplet touches the booster "CONGRATULATIONS! YOU HAVE RECIEVED ANOTHER LIFE", When he/she loses the game or loses all the 3 lives "YOU LOST! BETTER LUCK NEXT TIME"