Game Design Document

Fill up the Following document

1. Write the title of your project.

Mission to space

1. What is the goal of the game?

The goal is to get safely to the space station.

1. Write a brief story of your game?

An astronaut has to get to the space station safely, but there are many ocbstacle awaiting, like aliens and asteriods.

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 | Rocket ship | It can blast the obstacles away. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 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 | Asteroids | It can act like a obstacle for the rocket ship. |
| 2 | Aliens | Just like the asteroid it acts as an obstacle for the rocket ship. |
| 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 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?

I plan on making it engaging by adding obstacle which make the game hard and fun. The rocket has abilities to blast the rocket away. So over all there is a balance in the game.

7 I plan to make this game availible on the computer.

8 visual studios

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