Game Design Document

Fill up the following document

1. Write the title of your project.

Battle-Jet Escape

1. What is the goal of the game?

Trying to escape alien space-ships.

Your Jet has a battle gun which is not very efficient, which starts working after every 30 seconds

You have 3 lives, If the lasers hit you thrice the game will end.

1. Write a brief story of your game.

You are in your space life jet, which has a little food and water, and some weapons in it, you are being chased by 3 alien jets and in order to survive you must outrun the alien space ships.

You have 3 lives and a not-so efficient battle gun

Which is ready to shoot in every 30 seconds.

The alien space-ships are indestructible, the only way is to keep running.

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 | Space-ship\_1 | Fire lasers using  A space-battle gun |
| 2 |  |  |
| 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 | AlienS1 |  |
| 2 | AlienS2 |  |
| 3 | AlienS3 |  |
| 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?

Game adaptivity increased

Frames increased for detailed game play

Visually unique background

Unique story line