Game Design Document

Fill up the Following document

1. Write the title of your project.

**SPACE RACE (1973)**

1. What is the goal of the game?

**TO GET 5 POINTS FIRST**

1. Write a brief story of your game?

**THERE ARE 2 PLAYERS IN THIS GAME . WHOEVER REACHES**

**THE TOP BY ESCAPING FROM BEING HIT BY THE OBSTACLE**

**THEY ARE THE WINNER.**

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 | ROCKET1 | IT MOVES WITH ARROW KEYS AND NEED TO REACH THE TARGET WHICH IS 5 POINTS |
| 2 | ROCKET2 | IT MOVES WITH **W, A, S, D** AND NEED TO REACH THE TARGET WHICH IS 5 POINTS |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

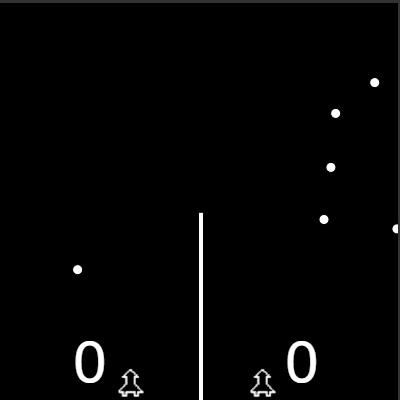
1. Which are the Non Playing Characters of this game?

* 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 | BALLS | IF PLAYER TOUCHES THE BALLS THE SCORE RESETS TO 0 AS THE BALLS ARE THE OBSTACLES |
| 2 |  |  |
| 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.

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**THIS IS THE FINAL LOOK OF THE GAME. THIS GAME IS A 1973 GAME AFTER PACMAN WAS RELEASED.**

How do you plan to make your game engaging?

IT IS A TWO PLAYER GAME .SO IF THERE ARE 2 PEOPLE THEY CAN PLAY AND ENJOY TOGETHER.