Game Design Document

Fill up the following document

1. Write the title of your project.

Breakout Wall Game

1. What is the goal of the game?

Finish all the walls

1. Write a brief story of your game.

There are many walls in the game that we have to break by hitting the

Ball to them as all the walls are finished the game is completed.

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 | Ball | Playing character that is going to finish the walls |
| 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 | walls | There will be many walls in the game that we have to finish |
| 2 | A moving platform | On which the ball will bounce so as it will go up again |
| 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 can make my game engaging by icreasing the speed of my ball everytime the score increases

so that it will be difficult for the ball to land on its platform and will lose a life.