Game Design Document

Fill up the following document

1. Write the title of your project.

Tank War

1. What is the goal of the game?

Destroy the opponent tank

1. Write a brief story of your game.

Two teams are at war to destroy each other. The only troops left is the tank. By destroying the other tank they win. But they have a challeng as they are separated by and indestructible wall.

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 | Red Tank | Try to destroy Blue tank |
| 2 | Blue Tank | Try to destroy Red tank |
| 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 | Wall | Separate two tanks and stop bullet |
| 2 | Bullet | Hit the other tank |
| 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.

A picture containing toy

Description automatically generated

How do you plan to make your game engaging?

Allow multiplayer online.