Game Design Document

Fill up the Following document

1. Write the title of your project.

Space Rocketzz!

1. What is the goal of the game?

Rocket has to escape the deadly asteroids and meteors and reach the

Target Height to accomplish the mission.

1. Write a brief story of your game?

Choose any of the rockets available to fly high.

Can you escape the deadly meteors and asteroids and reach the Target Height to have a successful mission?

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 | Rockets | Can fly into space and try to escape from the meteors and asteroids. |
| 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 | Can be harmful for the rocket. |
| 2 | Meteors | Can blast the rocket. |
| 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?

To make the game engaging, I will add sounds, great animations and background, and try to make the game difficult at higher levels.