Game Design Document

Fill up the Following document

• Write the title of your project.

Shooter game

• What is the goal of the game?

Kill all enemies in front of you and do not run into any obstacles

• Write a brief story of your game?

You are on your way to your home planet then you see monsters and aliens coming at you. You use your blaster and shoot the aliens and avoid the astroids coming at you

• 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

Player

Can shoot blaster and jump

2

3

4

5

6

7

8

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• 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

Alien1

They move towards the player and if they hit the player the player dies

2

Alien2

They move towards the player and if they hit the player the player dies

3

Alien3

They move towards the player and if they hit the player the player dies

4

Alien4

They move towards the player and if they hit the player the player dies

5

Astroid

If it hits the player the player dies

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?

Adding an interesting background and making it more interesting with the images