Game Design Document

Fill up the following document

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* Write the title of your project.

Alien Game!

* What is the goal of the game?

The goal of the game is to beat the aliens displayed on your screen and beat the final boss who is flying in a UFO.

* Write a brief story of your game.

The main character is an astronaut, who is set out to space to take out all the aliens that are trying to take our Earth from us! And you're the main character whos objective is to kill all the aliens!

* 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 | Main Character | shoot bullets to kill aliens |
| 2 | Alien 1 | dodge bullets |
| 3 | Alien 2 | dodge bullets |
| 4 | Alien 3 | dodge bullets |
| 5 | Alien 3 | dodge bullets |
| 6 | Alien 4 | dodge bullets |
| 7 | Alien 5 | dodge bullets |
| 8 | Boss Alien | Shoot bullets to try and kill the main character and dodge bullets at a way faster rate. |

* 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 | The scoreboard | Keep track of the aliens you killed |
| 2 | The lives | Keep track on how many lives you have from dying |
| 3 | The timelimit | How much time you have to beat the game |
| 4 | The rules of the game | Displayes the rules of the game |
| 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.

Done on Paint.

How do you plan to make your game engaging?

I plan to make my game engaging by sharing it to my friends and on social media, having updates for the game, making the game better with each update, andmost importantly being passionate about my game.