Game Design Document

Fill up the following document

1. Write the title of your project.

Space Shooter

1. What is the goal of the game?

To Get The Maximum Score

1. Write a brief story of your game.

A rocket will shoot the aliens there will be tow types of alies one of big size and another of small size there are boosters also of two types by which are speed of rocked will increase there are 5 lives of rocket .If rocket touches the aliens live should decrease by one

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 | Rocket Playing charac | shoots the alien |
| 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 | Aliens | Will touches the rocket |
| 2 | Booster1 | Will inrease the size of rocket apper randamly |
| 3 | Booster2 | Will decrease the size of rocket apper randamly |
| 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.

Rocket is going and shootig bullets to the aliens booster one is coming increaseing size booster 2 is coming decresimg size alian touches the rocket live is – by 5

How do you plan to make your game engaging?