Game Design Document

Fill up the Following document

1. Write the title of your project.

 Ninja fight 1

1. What is the goal of the game?

The goal of the game is to kill the monster and escaping all the levels.

1. Write a brief story of your game?

We have an ninja character while playing this game, it has only 1 lives and

Has to kill all the monsters and escape all the levels.

In this game there are 1-10 levels and 5 weapons which we have to buy.

Those weapons buy our coins which we can earn when we are playing.

Rule: 1) ninja cannot use weapons such as ninja star without purchasing it.

Rule: 2) If ninja is touching monsters ninja will be out.

Rule: 3) ninja can throw ninja star to kill the monster.

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 | Ninja | It can be controlled by right and left arrow keys and it can throw ninja stars which can be used to attack. |
| 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 | monster | It attacks on the ninja |
| 2 | Fire balls | It comes randomly to attack on ninja. |
| 3 | coins | We get coins when we complete the level. And we can buy weapons using those coins. |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

6)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?

By making levels and making some weapons which could be purchased by the coins which we get as we complete levels.