Game Design Document

Fill up the Following document

1. Write the title of your project.

DUET

1. What is the goal of the game?

It will help our memory to react fast and you can also refreh your mind with this game if you are stressed out…

1. Write a brief story of your game?

There will be 2 playing characters who will try not to touch the bricks which will be my amazing game’s non playing character…My game will also have some levels and amazing sound to make it fun…

The main thing of my game is it should be balanced and it will have fair rules…I will also keep some Rotational movement and magnetic effect….Thank you White Hat Junior to make me perfect to make my amazing game…☺

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 | BALL NO - 1 | They will try not to touch the bricks. |
| 2 | BALL NO - 2 | They will try not to touch the bricks. |
| 3 | Rotational Movement | The movement which will be moved by the using character. |
| 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 | Bricks | It will try to touch the ball and make it fun. |
| 2 | Coins | These are the coins which will be taken by the balls. |
| 3 | Monster | It will surprisingly come and will try to destroy the ball. |
| 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.

Will draw on paper..

How do you plan to make your game engaging?

My game will neither be easy nor be hard it will be balanced . It will be attracted by the player’s skill..

I bet that it won’t be boring…