Game Design Document

Fill up the following document

• Write the title of your project.

Shoot The Zombie

• What is the goal of the game?

Survive for as long as you can

• Write a brief story of your game.

One day, a hunter named John, was hunting for deers. On that day, it was past Midnight, but John did not know. Soon, zombies started to come out of the ground everywhere! John must use his hunting rifle to slay the zombies and find his way back home.

• 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

John

Shoot zombies

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 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

Zombies

Kill John

2

3

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.

How do you plan to make your game engaging?

Adding more obstacles than just zombies