Game Design Document

Fill up the following document

1. Write the title of your project. **Space Runner Game**
2. What is the goal of the game? **To collect all the coins without touching the aliens.**
3. Write a brief story of your game.

**You are in year 2500.You are planing to go to the moon.But there are many difficulties in your way.You must collect minimum of 100 Coins to go to the moon.But the aliens are not allowing you to go to the moon.You should shoot all the aliens so you can go to the moon freely.Use space key or S to shoot the aliens.Enjoy the game.**

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 | Space Shuttle | This can collect the coins and shoot the aliens |
| 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 | This can destory your space shuttle. |
| 2 | Coins | This can increase your score to achive the goal of 100 points. |
| 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?

**I will make my game engaging by adding sounds and animations.**