Game Design Document
Fill up the Following document

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1. Write the title of your project.

Tumbling Energy Orbs

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2. What is the goal of the game?
   To catch as many non-contaminated orbs as you can to earn points -
   to win.

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3. Write a brief story of your game?

   You are scientist that just invented a device that can create energy
   orbs out of it, and (the orbs) can be used to create solid objects!
   Unfortunately, the device isn't fully prepared, so it also creates
   contaminated/dark-energy orbs!
   Catch as many energy orbs as you can to create another device that
   can decontaminate the contaminated orbs. Remember to not catch
   the dark-energy orbs!

4. 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	(The player him/herself) A Sliding Rectangle	Catch Energy Orbs
2		
3	Dark/Contaminated Energy Orbs	Harm the player
4		
5		
6		
7		
8		

6. 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	Normal Energy Orbs	Fall from the top, and help the player earn points.
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 scenes of the game to show each of the playing and non-playing characters at least once.

The background is a dark lab, with different equipment. There are orbs fall-

ing (either normal or contaminated). And the player, which is a rectangle,

will be catching those orbs, except for the contaminated ones.

Image:
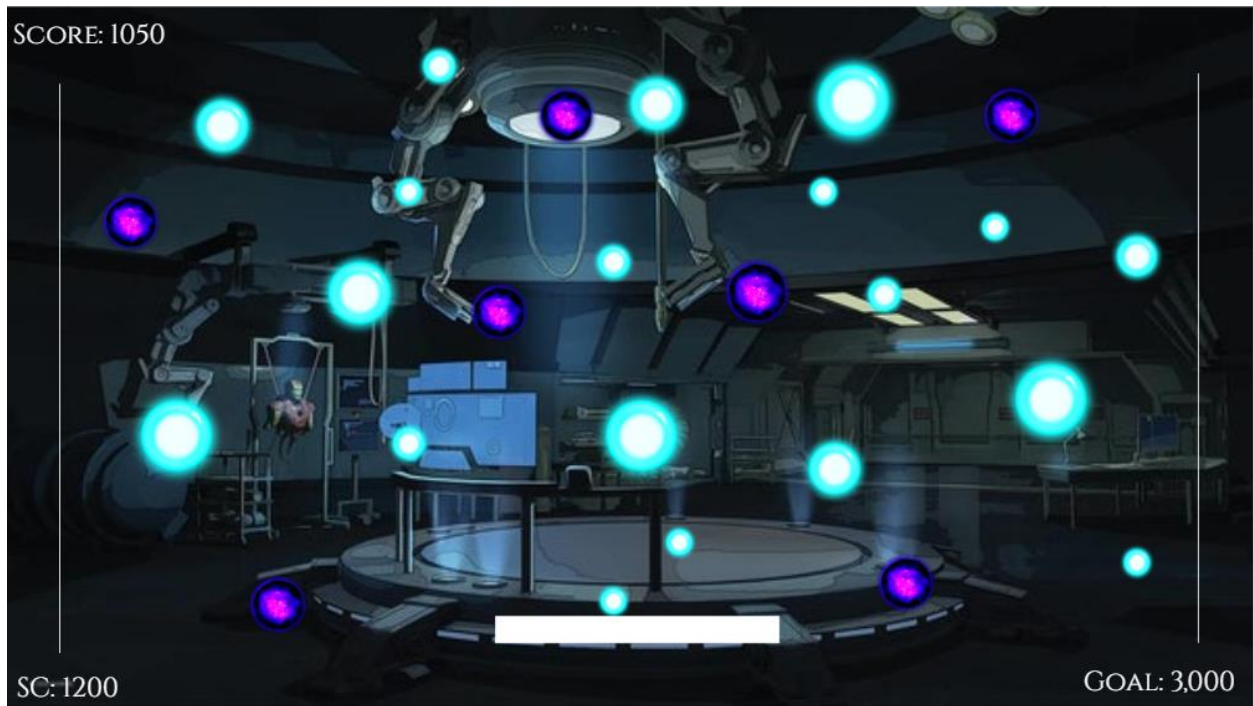
How do you plan to make your game engaging?

It will be a bit hard from the beginning (the orbs will be falling very fast, making it hard for the player to catch them/avoid them). The view should be appealing. The start and end should also be interesting. And it will be kept simple, instead of very complicated.