

Game Design Document  
Fill up the following document

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1. Write the title of your project.

KILL THE ZOMBIES

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2. What is the goal of the game?

Protect yourself from the zombies.

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3. Write a brief story of your game.

You are stuck in a post apocalypes world. Now, you have to protect

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Yourself from the zombie, try your best in eliminate as much zombies

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As You can.

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4. 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	cowboy	Shoots zombies
2		
3		
4		
5		
6		
7		
8		

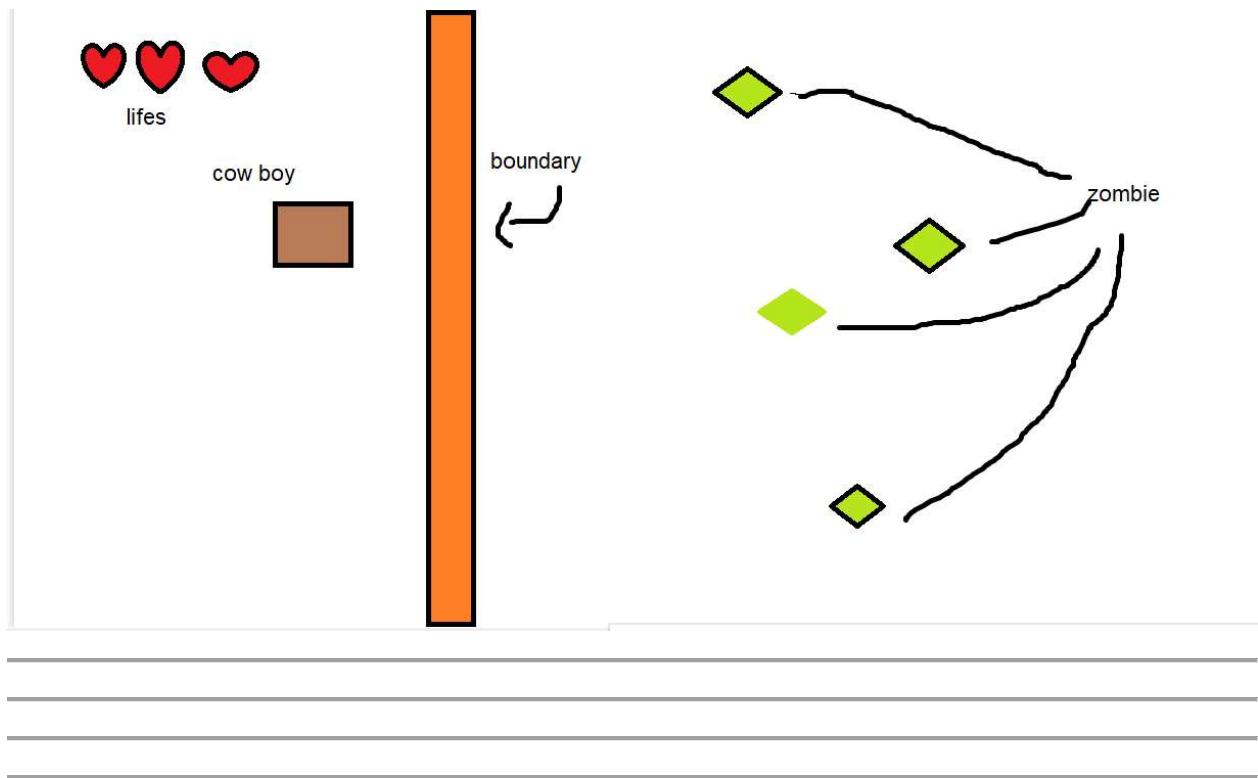
6. Which are the Non-Playing Characters of this game?

- 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	zombie	Try to attack the cowboy
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?

By adding good backgrounds and images.

By making the game more harder as the time goes on.

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