Game Design Document

Fill up the following document

1. Write the title of your project.

Space Shooter

1. What is the goal of the game?

To shoot missiles at enemies.

1. Write a brief story of your game.

You are a rocket and there are lots of enemies trying to hit and attack Earth. You have to shoot missiles at them to protect Earth.

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 | Rocket | Shoot missiles at enemies |
| 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 | Ufo | Try to attack Earth |
| 2 | Asteroid | Try to hit Earth |
| 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?

Include lots of enemies and sounds.