Game Design Document

Fill up the following document

• Write the title of your project.

Stick Fight

• What is the goal of the game?

To fend off the enemy stickman for a set amount of time.

• Write a brief story of your game.

A Stickman is fighting in-coming stickman with a weapon. The enemy stickman still want revenge for something you did long ago…

• 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

Stick

Wield a sword

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

Enemy Stickman 1

Wield a sword, revive

2

Enemy Stickman 2

Wield a sword, revive

3

Enemy Stickman 3

Wield a sword, revive

4

5

6

7

8

How do you plan to make your game engaging?

I honestly don’t know how I’ll be able to pull this game off like how I’m intending it should.