Game Design Document

Fill up the following document

1. Write the title of your project.

Save the environment

1. What is the goal of the game?

Dispose all the plastic bottles

1. Write a brief story of your game.

We are trying to clean the environment but throwing away the plastic bottles and replacing them with glass bottles.

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 | You | Throw the bottles |
| 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 | Dustbin/recycle bin | Move left and right |
| 2 | Bottles | Can be thrown |
| 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.

We are standing on one side and cleaning the background by trying to shoot the plastic bottles into the bin. After it goes into the bin, a glass bottle can be seen on the top of the screen. This shows that a bottle has been recycled and we have to do this to 10 bottles in total.

How do you plan to make your game engaging?

To make the game more interesting the dustbin keep on moving. The more bottles are recycled the more harder it becomes to play by making the bin move faster.