Game Design Document

Fill up the following document

1. Write the title of your project.

* Shooter ( Will probably change )

1. What is the goal of the game?

* To beat all the levels

1. Write a brief story of your game.

* A small war tank stuck in the middle of a battlefield with no way out

But to fight through all the levels to get back to they’re camp.

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 | - | Shoot, move, and eventually gain powerups |
| 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 | Red Small Tank | Shoot slow, move slow. |
| 2 | Tank | Shoot bullets with damage spread |
| 3 | plane | Flies and shoots bombs with damage spread |
| 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?

* Making the player stronger as they progress, I think will make the game much more interesting as well as introducing new enemies once in a while.

-The player will play on a laptop/pc

- I am using VS Code for this project

- Libraries: - All the p5.js files as well as p5.gif.js ( a library that allows me to use gifs with the image() function ).

- Sounds = jump, shoot, game over.