Game Design Document

Fill up the following document

1. Write the title of your project.

Fly High

1. What is the goal of the game?

The goal of the game it to fly an Aeroplane from one destination to other for maximum time possible to win the game.

1. Write a brief story of your game.

Think that you are a pilot ! Yes, a pilot, isn’t that interesting !

You will get to fly an Aeroplane Boeing 777!

So basically your task as a pilot is to fly the plane from one location to the other. There are some obstacles which need to cleared, Like …. The lighting clouds in rainy seasons ….. The birds which leap high up on the back of wind ……

Everytime when the plane hits the lighting cloud or birds you loose points and every second without hitting the obstacles makes you earn points.

That’s a lot to take but you are all set now to Dream Big & Fly High !!

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 | Aeroplane | This is the main character and it can be flied by the player. |
| 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 | Lighting Clouds | Make the player lose points if the aeroplanes hits it. |
| 2 | Coin | Makes the player earn points if the aeroplane touches it. |
| 3 | Birds | Warns the player to fly with more attention. Player also loses some point |
| 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?

Engaging the game is the most necessary point because without that the game seems to be very boring. I have engaged my game by adding obstacles to it, unless my game would have been too dull and boring.