Game Design Document

Fill up the Following document

1. Write the title of your project.

**Star Catcher**

1. What is the goal of the game?

The goal of the game is to collect as many stars as you can and score more points.

1. Write a brief story of your game?

Scientists have discovered a way to collect stars. Nasa has sent astronauts in a rocket ship to collect these stars to examine and study them. However, watch out for the asteroids because if one gets in contact with your rocket, it will obviously explode.

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Star collecting machine | This machine collects stars and sends them into the rocket safely for examination. It can move side to side as the stars are falling down. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

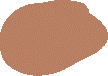
1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Stars | The stars fall down very fast and astronauts collect some of them. |
| 2 | Asteroids | The asteroids are dangerous for the rocket as they fall down extremely fast and if it touches the rocket it will explode it. |
| 3 |  |  |
| 4 |  |  |
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| 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 scenes of the game to show each of the playing and non-playing characters at least once.



The stars are falling into the collecting machine which can move left and right. There are also big asteroids falling that you must avoid or else it is game over.



How do you plan to make your game engaging?

To make the game more engaging, I will add sounds to give feedback to the player in increase the size of the asteroids that need to be avoided every ten score interval.