Game Design Document

Fill up the following document

* Write the title of your project.

iceberg

* What is the goal of the game?

is to win the game without touching the icebergs

* Write a brief story of your game.

, a 100 year-old woman named Elena tells the story to her on the about her life set in April 10th 1912, on a ship called Titanic when young Rose boards the departing ship with the upper-class passengers and her mother, and her fiancé, Meanwhile, a drifter and artist named and his best friend hope win third-class tickets to the ship in a game. And she explains the whole story from departure until the death of Titanic on its first and last voyage April 15th, 1912 at 2:20 in the morning.

* 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 | ship | win the game without touching icebergs |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | icebergs | end the game |
| 2 | elena | nothing |
| 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.

How do you plan to make your game engaging?

by adding scores and rewards.