Game Design Document

Fill up the Following document

1. Write the title of your project.

SURVIVE THE ISLAND

1. What is the goal of the game?

HE HAS TO KILL ALL THE ZOMBIES AND GET ENOUGH FOOD AND AMMOS TO FIGHT WITH THE ZOMBIE BOSS SO TO GET OFF THE ISLAND.

1. Write a brief story of your game?

PLAYER IS IN AN ABANDONED ISLAND,HE IS STUCK THERE IN THE ISLAND HE WILL BE GIVEN SOME RIFLES AND FOODS AND HE HAS TO KILL ZOMBIES TO GO AWAY FROM THE ISLAND

About character:- HE IS A MALE PERSON AND THE CONTROL IS ON PLAYER'S SKILL HE WILL BE GIVEN SOME WEAPONS TO FIGHT WITH ZOMBIES AND SOME FOOD TO INCREASE HIS HEALTH AND IF HIS WEAPONS'S AMMO GETS USED THEN WHEN ZOMBIE DIES THEY WILL GIVE HIM SOME AMMOUNT OF AMMOS

HE WANTS TO GO TO HIS HOME BUT TO GO TO HIS HOME HE HAS TO CLEAR ALL THE LEVELS AFTER COMPLETION OF LEVELS HE COULD GO TO HIS HOME BUT IN LAST HE HAS TO FIGHT WITH ZOMBIE BOSS.SO HE WANTS TO GO OFF TO THE ISLAND AND GO TO HIS HOME.

ZOMBIE WANT TO EAT THE PLAYER SO THAT THEY GET THEIR FOOD BASICALLY ZOMBIE'S FOOD ARE HUMAN BEINGS.

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 | Player 1 | Kill zombies and animals |
| 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 | zombies | Want their food (food is player) |
| 2 | Zombie boss | The strongest and hardest to kill |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.



photo

How do you plan to make your game engaging?

STORY:-

PLAYER IS IN AN ABANDONED ISLAND,HE IS STUCK THERE IN THE ISLAND HE WILL BE GIVEN SOME RIFLES AND FOODS AND HE HAS TO KILL ZOMBIES TO GO AWAY FROM THE ISLAND

MAIN CHARACTER:-

HE IS A MALE PERSON AND THE CONTROL IS ON PLAYER'S SKILL HE WILL BE GIVEN SOME WEAPONS TO FIGHT WITH ZOMBIES AND SOME FOOD TO INCREASE HIS HEALTH AND IF HIS WEAPONS'S AMMO GETS USED THEN WHEN ZOMBIE DIES THEY WILL GIVE HIM SOME AMMOUNT OF AMMOS

HE WANTS TO GO TO HIS HOME BUT TO GO TO HIS HOME HE HAS TO CLEAR ALL THE LEVELS AFTER COMPLETION OF LEVELS HE COULD GO TO HIS HOME BUT IN LAST HE HAS TO FIGHT WITH ZOMBIE BOSS.SO HE WANTS TO GO OFF TO THE ISLAND AND GO TO HIS HOME.

ZOMBIE WANT TO EAT THE PLAYER SO THAT THEY GET THEIR FOOD BASICALLY ZOMBIE'S FOOD ARE HUMAN BEINGS.

GOAL:-

HE HAS TO KILL ALL THE ZOMBIES AND GET ENOUGH FOOD AND AMMOS TO FIGHT WITH THE ZOMBIE BOSS SO TO GET OFF THE ISLAND.

OBSTACLE:-

BUT WITH ZOMBIES SOME ANIMALS WILL ALSO TRY TO HUNT THE PLAYER AND IF THE PLAYER KILL THE ANIMALS HE WILL GET FOOD TO SURVIVE.

RULES:-

THE PLAYER HAS TO KILL THE ANIMALS&ZOMBIES TO GET AMMOS AND FOOD TO HEAL UP

CHANCE:-

ZOMBIE'S MOVEMENT(ZOMBIES WILL MOVE AND SPAWN RANDOM)

SKILL:-

ARROW KEYS&SPACE BAR OR PLAYER'S SKILL

BALANCE:-

THE PLAYER COULD REST IF HE GETS INJURED AND HAS NO FOOD

HE COULD GET AMMOS BY KILLING ZOMBIES AND FOODS BY ANIMALS

ADVAPTIBILITY:-

WHEN GAME PROGRESSES THE DIFFICULTY BECOMES MORE HARDER.

FEEDBACK:-SCORE(PLAYER'S AMMO&HOW MANY ZOMBIES HE KILLED)&HEALTH/FOOD BAR