

Game Design Document!

1. Write the title of your project.

The Bowling Bash!

2. What is the goal of the game?

The goal is to beat your friend at bowling. Whoever knocks down all the pins first wins the game!

3. Write a brief story of your game?

Aisha and her friends were planning on competing in a friendly bowling competition. Due to COVID-19, the competition was cancelled, however, Aisha and her friends still want to participate. Help Aisha create a bowling game with scores so that she and her friends can compete!

4. 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	Your Ball	You will be able to use this character to hit down pins which will earn you points!
2		
3		
4		

5		
6		
7		
8		

6. 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	Balls	The balls change the intensity of the game. With a heavier ball, the difficulty increases.
2	Bowling Pins	This character will change form (rearrange) when the player gets a strike or spare.
3	Score	When you knock down the pins, the score will adjust. First to complete all 3 rounds wins!
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.

How do you plan to make your game engaging?

I plan on changing the intensity level of the game by rearranging the pins when the player gets a strike. There are 3 levels. The balls will also represent different weights and will make the game more challenging.