Game Design Document

Fill up the Following document

1. Write the title of your project.

ESCAPE THE APOCALPSE

1. What is the goal of the game?

The players should reach the rescue team by escaping the zombies.

1. Write a brief story of your game?

After the apocalpse there are a group of kids left.They have to reach the the rescue team who is at the other end of the town from where they are.Help them reach the rescue team by escaping the zombies and monsters.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Player1 | Can shoot zombies and destroy the fireballs from the monsters with his water sprayer. |
| 2 | Player2 | Can lift objects and kill the monsters and zombies with his grenades. |
| 3 | Player3 | Can kill zombies with her spear. |
| 4 | Player4 | Can use his particle barrier which he build to protect from the monster’s fireballs ,zombies and Khazuel’s acids. |
| 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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Zombies | Can kill the player. |
| 2 | Monsters | Can shoot fire balls at the player. |
| 3 | Khazuel | The monster king which shoots acid at the player. |
| 4 | The Rescue Team | Rescue the player |
| 5 | Food packets | Increase the speed of the players |
| 6 | Obstacles | Block the way of the players |
| 7 | Fireballs | Can kill the player |
| 8 | Acids | Can kill the player |
| 9 | Hellicopter | Take the players to the base |

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?

The players can collect food packets.The difficulty of the game will increase with the score.