Game Design Document

Fill up the following document

1. Write the title of your project.
2. What is the goal of the game?

Make a sea view from inside so that there are men that are tyring to save their lives from the hungry sharks and move toward the boat.

1. Write a brief story of your game.

1. 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 | Shark | Kill the men |
| 2 | Men | Save their lives from hungry shark |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | Boat | Take the men in |
| 2 | Fishes | Swimming in background |
| 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?

* As soon as the sharks touch reduce the energy and make the velocity less.
* When shark kills the man **-1** point.
* When man reaches the boat **+1** point.
* If point count reaches **5** "YOU SAVED THEM!" message must appear.
* If point count reaches **-3** "YOU KILLED IT!" message must appear.