Game Design Document

Fill up the following document

1. Write the title of your project.

Disaster in Space

1. What is the goal of the game?

is to reach the "space base" before time is over

1. Write a brief story of your game.

The spaceship is low on fuel and must reach the "space base" before allotted time. There will be obstacles on the way which are asteroids and satellites. The spaceship must only shoot the asteroids and not the satellites because the satellites provide direction. If a satellite is shot, the allotted time will be reduced by 3-5 seconds. If any obstacle crashes into the spaceship, the game is over. The game is won once the spaceship reaches the "space base" within the allotted time.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Spaceship | The character can move up, left, right, and also shoot |

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 | Asteroid | Are Obstacles |
| 2 | Satellite | Are Obstacles |
| 3 | Space Base | The Ending Point |

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.

Graphical user interface

Description automatically generated with medium confidence

How do you plan to make your game engaging?

The obstacles will start falling faster after a certain amount of time to make the game progressively harder.