Game Design Document

Fill up the following document.

Yes, I removed those annoying lines. Sorry lol.

1. Write the title of your project.

Abandoned in space.

1. What is the goal of the game?
2. You must collect food and water on the way that will last you for a limited time while you are not playing the game since they will be used.
3. Try not to die (yes, I know this sounds a bit brutal)
4. Write a brief story of your game.

Get ready for the 282-word essay

You are one of the few astronauts selected to continue this important yet dangerous mission. Everything was going fine. however, this did not last long. Some failure in the system lead to the airtight doors being locked. You have no access to the shuttle control room. You and your teammates set the autopilot to a far away planet as a shortcut to mars as autopilot was having some difficulties navigating to mars. You were hungry and went to take some food for everyone. Luckily, you got trapped in the storage area which had vital items for survival when the doors shut. Everyone else was, of course, not having an exceptionally good time. Eventually when you managed to somehow (do not ask how) open the door by some way I can’t think of because my imagination is running out, you find out that everyone else isn’t there, you call out your fellow friends’ names, but no response. After searching for at least 4 minutes, you decide to give up and give your own survival prime importance. You open every other door by the way you opened the door. However, the control room’s tight doors seem to be jammed or blocked from the inside, so you can’t make contact with Earth. You wait for at least 3 months while barely passing through each day, waiting to reach your destination which you set to. “What will I find there?”, “Is it safe?”, “Will I make it back to Earth or am I stuck there forever?”. Questions run wild in your mind. After taking your night’s sleep, you wake up to find yourself in an oddly peculiar place. You grab your space suit and head on.

4.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 | Yourself | Survive |
| 2 | Something you find on the ground | Nothing(Yet) |
| 3 | Your AI Guide | Guides you |
| 4 | The Futuristic World | Yes this is a character, don’t question it. Nothing(yet) |
| 5 | I ran out of ideas, help |  |
| 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 |  |  |
| 2 |  |  |
| 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?