Game Design Document

Fill up the following document

* Write the title of your project.

Dangerous Speeds

* What is the goal of the game?

To knock off the enemy's from the general area.

* Write a brief story of your game.

Your charcter is a space explorer who has been boarded by alien shapes wishing to take over the ship to invade your world, you must knock them out of the ship to stop the invaision.

* 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 | Carlos (Player) | He is the main charcter you play as in order. He is a circle. |
| 2 | Enemy Cube | One of the enemys. If you do not have enough speed, he will hurt you. |
| 3 | Enemy Triangle | He will jump and try to stab you with one of his pointy ends. |
| 4 | Enemy Octagon | Same thing as the Cube but he is stronger. |
| 5 | ShopKeeper | Using coins gathered by beating the enemys, the shopkeeper will sell items to help you. |
| 6 | Enemy rectangle | Stay's still and shoots powerful but slow rays to hurt you. |
| 7 |  |  |
| 8 |  |  |

* 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?