Game Design Document

Fill up the following document

1. Write the title of your project.

Space Hero

1. What is the goal of the game?

To save my planet

1. Write a brief story of your game.

There is my planet which is getting attacked by aliens. I,being the SpaceHero, am going to

save my planet using my powers.

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 | SpaceHero | Attack the aliens |
| 2 | Aliens | Attack on the planet |
| 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 | The planet | Platform for playing |
| 2 | Space background | Background |
| 3 | Space rockets | Stationery object |
| 4 | Red Fireballs | Attack the planet by the Aliens |
| 5 | Blue Fireballs | Attack the aliens by the SpaceHero |
| 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?

By adding game sounds and animations.