Game Design Document

Fill up the Following document

* Write the title of your project.

:Mini Army

* What is the goal of the game?

: the aim is that there will be a hero who will complete

his hacking of a criminal house's secret door where he will

find many robots . His aim is to escape or kill the robots wilth

his flame gun and reach the secret door to hack the criminal's information

* Write a brief story of your game?

: The criminal is John . He is a dangerous criminal and thief.

He has killed thousands of people and looted thousands of bank. He also escaped many jails of the police station.

He keeps his valueables in a secret room . The player's mission is to hack that secret room's door and just give all the valueables to the police .

* Which are the playing characters of this game?
* Playing characters are the ones which 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 | Bigboy | this can flyand go left right, shoot flames, kill robots and hack the door |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* Which are the Non Playing Characters of this game?
* Non Playing characters are the ones which don't have an action or a behaviour 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 | Robo(5) | kill the Bigboy, spawn at places, will move in a pattern and act as security guards for the door |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

robot

Bigboy

How do you plan to make your game engaging?

: 1. It is an escaping and a shooting game .

2. It has a fuel which can be filled after it is empty by going to the fillup boxes.

3. the bots will continiously spawn utill the Bigboy reaches the door.