Game Design Document

Fill up the Following document

1. Write the title of your project.

Shoot to Win

1. What is the goal of the game?

To shoot the opponent 5 times

1. Write a brief story of your game?

In this game you need to shoot the opponent 5 times and also prevent yourself from getting shot.

1. 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 | Player1 | This character can move in all directions and shoot the opponent. |
| 2 | Player2 | This character can move in all directions and shoot the opponent. |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | Wall | This character can protect the player on its side from getting hit by the bullet |
| 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.

There will be 2 sides, one for player1 and the other for player2,

there will be walls where you can hide.

How do you plan to make your game engaging?

I plan to make my game engaging, there are a fixed number of bullets,

you cannot stay behind one wall for a very long time.