Game Design Document

Fill up the following document

1. Write the title of your project.

Space Lords

1. What is the goal of the game?

To make the shaceship not touch the asteroids.

1. Write a brief story of your game.

You are in a spaceship and you occur a asteroid belt. You have to dodge

the asteroids.

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 | Spaceship | Move up and down. |
| 2 |  |  |
| 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 | Asteroids | Damage the spaceship. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |



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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.

The game looks like the t-rex game. Instead there is a rocket. Instead of the cactuses there are the asteroids. In the t-rex game you could only jump up but in this game you can go up and down.

How do you plan to make your game engaging?

I made this game engaging by making the rocket being able to go up and down. Another way is I could add a health bar and other things.

