Game Design Document

Fill up the following document

1. Write the title of your project.

Planet hooper

1. What is the goal of the game?

Reach to the earth

1. Write a brief story of your game.

The player try to explore different planets.

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 | Rocket | Move in different planets |
| 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 | Alien 1 | Stops the player to take the treasure |
| 2 | Alien2 | Jumps and Stops the player to take the treasure |
| 3 | Alien 3 | Make circle and Stops the player to take the treasure |
| 4 | Alien 4 | Release fire and Stops the player to take the treasure |
| 5 | meteroids | Trys to crash the rocket |
| 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?

Keep on increasing levels,

Sound effects,

Get reward