Game Design Document

Fill up the following document

1. Write the title of your project.

The gifts prey

1. What is the goal of the game?

The goal of thid game is to collect gifts and score points.

1. Write a brief story of your game.

Its christmas, and a boy wants a more challenging wayto get gifts that’s why he designs a

Game where he has to hit the gifts hanging in the sky with an object to score points.

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 | The stone | This stone is used to hit the gifts |
| 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 | balloons | They keep the gifts hanging in the sky |
| 2 | Gifts | It helps player to score points |
| 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 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?

The gifts will be at different heights which will make it difficult for the player to target it.

And the harder to hit the gift ,the more points you will score.