Game Design Document

Fill up the following document

1. Write the title of your project.

Breakout

1. What is the goal of the game?

In *Breakout*, a layer of bricks lines the top third of the screen and the goal is to destroy them all by repeatedly bouncing a ball off a paddle into them.

1. Write a brief story of your game.

*Breakout* begins with eight rows of bricks, with each two rows a different kinds of color. The color order from the bottom up is yellow, green, orange and red. Using a single ball, the player must knock down as many bricks as possible by using the walls and/or the paddle below to hit the ball against the bricks and eliminate them. If the player's paddle misses the ball's rebound, they will lose a turn. The player has three turns to try to clear two screens of bricks. Yellow bricks earn one point each, green bricks earn three points, orange bricks earn five points and the top-level red bricks score seven points each. The paddle shrinks to one-half its size after the ball has broken through the red row and hit the upper wall. Ball speed increases at specific intervals: after four hits, after twelve hits, and after making contact with the orange and red rows.

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 |  |  |
| 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 |  |  |
| 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 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?