Game Design Document

Fill up the following document

* Write the title of your project.

Mario

* What is the goal of the game?

Mario is trying to get Luigi from Bowser.

* Write a brief story of your game.

Mario and Luigi used to always be together. But one day Bowser came and took Luigi

* 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 | Mario | Run,jump,shoot |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Bowser | Shoot fireball |
| 2 | Mushrooms | Eat anything |
| 3 | Pipes | Obstacles |
| 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?

I will create 10 different levels for this game. Each level will be harder than the previous level. For example, if I had 20 mushrooms trying to eat Mario in the first level, then I would have 40 mushrooms in the second and 60 in the third and so on. Also on the last level, if the player that plays the game completes the game, then Mario will meet Luigi again.