

Game Design Document

Fill up the following document

-
1. Write the title of your project.

Angry birds remake

2. What is the goal of the game?

Complete all levels of the game

3. Write a brief story of your game.

First, there will be a home screen in which there will be a background

And two buttons to see the levels and to exit the game. Then a level

Screen will open and there will be 2 levels. After that a playing screen
Will open and we can play the game!

4. 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	Bird 1	Can fly with help of slingshot
2	Bird 2	Can fly with help of slingshot
3		
4		
5		
6		
7		
8		

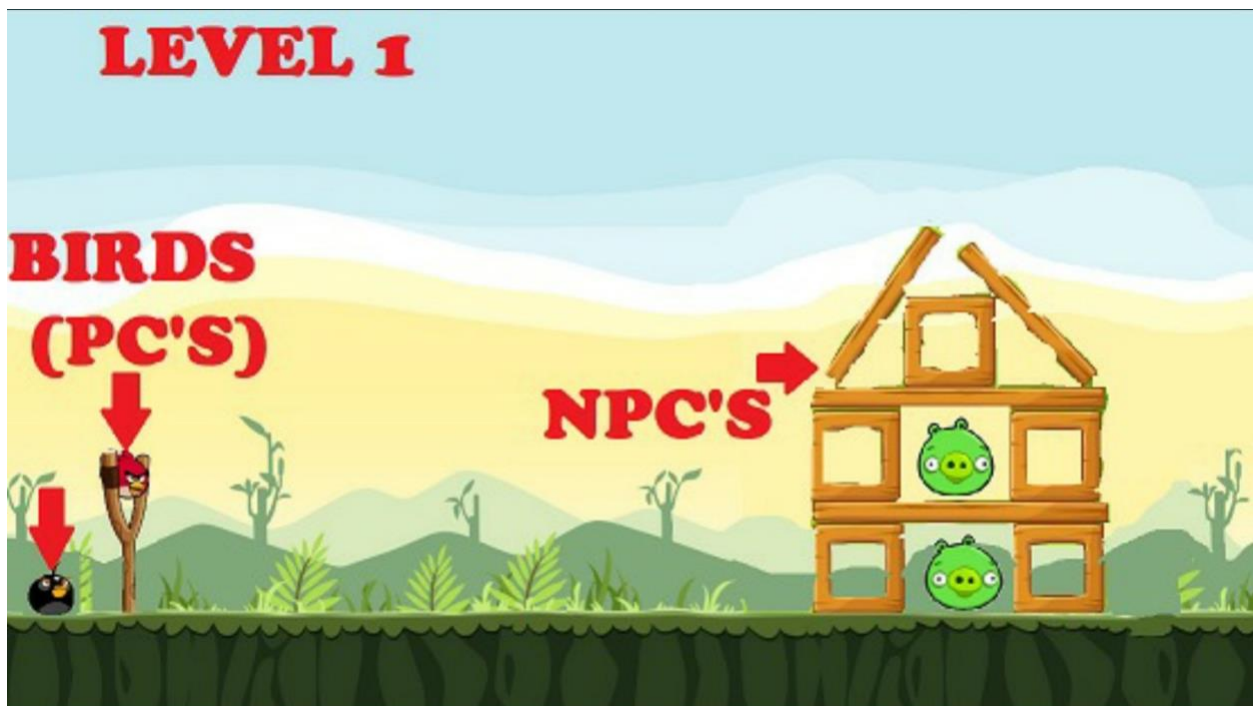
5. Which are the Non-Playing Characters of this game?

- 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	Backgrounds	Nothing
2	Buttons	Exit the game, go to levels etc.
3	Enemy	Not static, enemy of the playing character.
4	Blocks	Made by physics engine.
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?

As this game is already famous so a remake of it will be very interesting
And engaging!
