Game Design Document

Fill up the following document

1. Write the title of your project.

Space Bot Jump

1. What is the goal of the game?

Try to dodge the metors and not fall of the platforms.

1. Write a brief story of your game.

An astronaut was trying to get to another planet and was jumping on other asteroids and dodging the meteors to get to the planet.

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 | Astronaut | Jump by the arrow key and move left and right with the left and right arrow keys. |
| 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 | Asteroids | Obstacles that come from the top of the screen down at the player. |
| 2 | Platforms | Still objects that spawn randomly from the edges of the screen. |
| 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.

Icon

Description automatically generated

How do you plan to make your game engaging?

Adding the sound and score.