Game Design Document

Fill up the Following document

1. Write the title of your project.

SAVE WATER

1. What is the goal of the game?

TO COLLECT WATER AND SAVE THE EARTH

1. Write a brief story of your game?

MOTHER EARTH IS IN DANGER

EARTH IS GETTING WITHRED

PEOPLE ARD DYING WE HAVE TO COLLECT WATER AND SAVE EARTH

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | TUB | COLLECT WATER |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | GOD | TO GENRATE WATER |
| 2 | SPONGE | TO SOKE WATER |
| 3 | WATER DROPLETS | WATER (MAIN GOAL) |
| 4 | ROCK | TO CHANGE FLOW OF WATER |
| 5 | MOUNTAIN | ACTS LIKE A TAP |
| 6 | RIVER | TO FLOW WATER |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

P5