Game Design Document

Fill up the following document

1. Write the title of your project.

GUARDIAN’S OF THES

1. What is the goal of the game?

How much high you can score.

1. Write a brief story of your game.

A Spaceship is set to move , it objective is to destroy the obstcles

and gain point’s.

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 | SpaceShip | It can release power lazer |
| 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 | Asteroid | Can destroy anything |
| 2 | Metroid | Can destroy anything |
| 3 | Coaliod | Can full the pertol |
| 4 | Sheid | Has power to protect the spaceship from any attack for few seconds |
| 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 want to make this game in visual studio Code. And make my own images in code.org .