Game Design Document

Fill up the following document

1. Write the title of your project.

Space Asteroid Fighter

1. What is the goal of the game?

The goal of the game is to win by trying not to hit any of the obstacles throughout the game, collect the stars and to not run out of jet fuel. The game is a multiplayer game and you are meant to see who reaches to the end first and first person to the end wins the game.

1. Write a brief story of your game.

Tom loves to learn about space and jets and Tom and his best friend, Marcus, love to launch rockets. He also has a collection of different jets which he has on showcase in his room. There was a community coding competition which was based for all ages and this had caught his attention and he wanted to give a try on creating his own Multiplayer Space Asteroid Fighter Game which he could play with Marcus.

Help Tom construct the multiplayer game where you race to the end and help him make a jet sprite which flies into space and collects the coins and fueltanks within it’s path.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Fighter Jet 1 | The role of this playing character is to fly within space and to dodge the obstacles and collect the stars and the fuel. |
| 2 | Fighter Jet 2 | The role of this playing character is to fly within space and to dodge the obstacles and collect the stars and the fuel. |
| 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 | Stars | The role of this non-playing character is to be spawned at different positions within the game and it is meant to be collected by the jet sprites. |
| 2 | Fueltanks | The role of this non-playing character is to also be spawned at different positions within the game and it is meant to be collected by the jet sprites. |
| 3 | Asteroids | The role of this non-playing character is to spawn at different positions and they are they are obstacles which loose your health if the jet sprites hit them. |
| 4 | Space Satellites | The role of this non-playing character is to be spawned at different positions and they are obstacles which looses your health if the jet sprites hit them. |
| 5 |  |  |
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| 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.

A picture containing text, whiteboard

Description automatically generated

How do you plan to make your game engaging?

The way in which I play to make my game engaging is by making it more difficult. Some things which I could do to make th game more difficult is by making the game a multiplayer game so that it could be more stressful and a race to the end. Some other things which could make the game more interesting is by adding obstacles in the way and also different things to collect. I think that I could maybe also add a health bar and a fuel bar for the jets.