

Game Design Document

Fill up the Following document

1. Write the title of your project.

Turtle vs Haters

2. What is the goal of the game?

The turtle needs to reach a phone while dodging haters.

3. Write a brief story of your game?

A group of people start hating on turtles. This hatred eventually spreads to many people. Turtle lives are endangered by this and are being hunted down. A brave turtle has to stand up and stop these haters by finding a phone so that he can tweet about how rude they are.

4. 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	Turtle	He can crawl, jump, crush enemies, and has a shell.
2	Box Turtle	Just like the Turtle except instead of having a shell that protects him, he can go in and hide making him fully immobile and invulnerable.
3	Super Turtle	This turtle can fly.
4	Chair	The chair spins and destroys enemies. It cannot jump but it can be exited. When destroyed the turtle is forced off.
5		
6		
7		
8		

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

- Non Playing characters are the ones which don't have an action or a 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	Violent haters	This hater will charge at the turtle trying to attack it.
2	Rock throwing haters	This hater will throw rocks if the turtle come near.
3	Megaphone Hater	He slows down the turtle and speeds up the other haters.
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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.

I only made one image because I wasn't sure about everything else. I am attaching it to the GitHub.

How do you plan to make your game engaging?

I will try and make the characters different than other games making more people want to try out the gameplay mechanics.