Game Design Document

Fill up the following document

1. Write the title of your project.

Zombie game

1. What is the goal of the game?

Killing a mass amount of zombies using gerueling and inhumane ways

1. Write a brief story of your game.

Killing a mass amount of zombies using gerueling and inhumane ways because they havve cause near extinction to humans. It was done by a virus made bby a mad scientist.

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 | John the guy | Kills zombies using a shotgun |
| 2 | Pucci the baptist | Kille zombies using a cross and a ghost called made in heaven that can move at insane speeds |
| 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 | zombies | Try to kill pc |
| 2 | Made in heaven ghost | Uses insane speeds to blitz zombies and it is activated through pucci |
| 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.

How do you plan to make your game engagingby

By changing the difficulty amound of zombies, you have to be more stragetic and think outside the box.