Game Design Document

Fill up the following document

1. Write the title of your project.

**ZombieKill**

1. What is the goal of the game?

**The goal of the game is to save the earth by killing all the zombies.**

3. Write a brief story of your game.

**Zombies have attacked the earth. The player has to save all the**

**people by killing the zombies with his gun. The player has**

**three lifes which can be used throughout the game. The player**

**also has to collect coins which come in the way. If a zombie**

**attacks the player before the player fires, he will lose one of his**

**lives and also lose all his coins. If the same zombie attacks the**

**player 2 more times the player will lose all his lives and the game**

**will be over. There are rocks in between the way. If the player hits**

**the rock he will lose one of his lives. If the player reaches the target**

**by killing a certain number of zombies he will win and the game will end.**

4.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 | Saviour | This character moves according to the player’s actions. |
| 2 | Bullets | This is fired when a certain key is pressed by the player on the keyboard |
| 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 | These attack the saviour. |
| 2 | Coins | The player has to collect these. |
| 3 | Rocks | These are present in the way of the player |
| 4 | Ground | The player moves on this. |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |

6.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.

7.How do you plan to make your game engaging?

I make the game engaging by providing feedback for each action to the player by giving sounds in the game and in the form of scores.