Game Design Document

Fill up the following document

1. Write the title of your project.

HAPPY BILLARDS

1. What is the goal of the game?

This is a multiplayer billards game where the player needs to put the balls in the pocket using their cars.

1. Write a brief story of your game.

4 palyers battles each others with in a billards game with cars and puts the balls in pockets.

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 | 4 cars | User Player |
| 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 | 6 Pockets | Get the balls |
| 2 | Special Ball | Vanish the player car |
| 3 | Walls | Collide with the balls |
| 4 | Balls | Increases the score |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

How do you plan to make your game engaging?

By making it multiplayer where players can fight with their friend..