Game Design Document

Fill up the following document

* Write the title of your project.

Alien Invasion

* What is the goal of the game?

Defeat all mobs before they can invade earth

* Write a brief story of your game.

You are using a special spaceship designed to stop any interference in outer space. Aliens have come to invade earth and take over the planet for themselves. Your task is to stop them and defeat all 3 waves of them and each wave does more damage than the other.

* 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 | Spaceship | Stop the aliens |

* 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.

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| Number | Character Name | What can this character do? |
| 1 | Alien alpha | Weakest but many, charge to invade the planet |
| 2 | Alien elite | Stronger but less in number, charge to invade the planet |
| 3 | Azdaha | The king of the race and is only 1 but much much stronger and ferocious and does lots of damage and has lots of hp, charges to invade the planet |
| 4 | Earth | The planet full of innocent humans cowering in fear against the invasion and prayering for spaceship to do the job |
| 5 | Powerups | Helpful for the hero to move faster, do more damage and get a shield for earth if it ever comes to hit one of these |

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.

This game looks like earth on the left side, the spaceship infront of it, with a nice outerspace background and the alienship on the right sending aliens slowly to do the job of the leader and take earth in its captive and get more resources to take over more planets and become the king of the universe.

How do you plan to make your game engaging?

This game will be engaging because its very fun and since the balance makes it hard, people will compete on one another to see who wins the game faster and thus people will play it a lot and show off if they get a really good score on earth.