

Game Design Document

Fill up the following document

1. Write the title of your project.
AESTOROID SHOOTER

2. What is the goal of the game?

THE FIGHTER PLANE UIS GOING TO SAVE THE EARTH BY SHOOTING ASTEROIDS.

3. Write a brief story of your game

4.

**THERE WILL BE A PLANE THAT WILL SAVE EARTH BY SHOOTING THE AESTORIDS
AND IT WILL BE SAVING EARTH**

DEFLECTING AESTORIDS TO SAVE EARTH

5. 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	FIGHTER PLANE	SHOOT THE AESTORIDS
2		
3		
4		
5		
6		
7		
8		

7. 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	AESTORIDS	THE FIGHTER PLANE WILL SHOOT THEM
2		
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 engaging?

BY ADDING OBJECTS, TEXTS AND ETC WILL MAKE OUR GAME ENGAGING AND

INTERESTING TO PLAY.
