Game Design Document

Fill up the Following document

1. Write the title of your project.

War

1. What is the goal of the game?

To kill all the enemies and aliens and be the winner

1. Write a brief story of your game?

There is a war happening and the main nation wants to kill all

the enemies and the aliens which have come to rescue the opposite nation of the other nations and be the winner

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Soldier | Kill the enemies |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Human enemies | Kill the soldier with sword |
| 2 | Clouds |  |
| 3 | Ground |  |
| 4 | Background scenery |  |
| 5 | First aid kit |  |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

By giving the chance of healing and losing the health.

Game development environment used-

Visual Code Studio

Libraries required

P5 libraries