Game Design Document

Fill up the following document

1. Write the title of your project.

Alien Attack

1. What is the goal of the game?

Defeat more alien spaceships than the other player

1. Write a brief story of your game.

The year is 2050 and Aliens attacked the Earth. The Earth is in panic. You and your friend are the two strongest humans on Earth and you need to help defeat all the Aliens. You decide to take the right side and your friend takes the left (or the other way around). You and your friend have a competition to see how many spaceships you can defeat. However, if any of the aliens’ spaceship reaches the Earth (the bottom of the screen), your futuristic armor takes some damage. After 3 spaceships hit your armor, you will die.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Player 1 | Defeat the spaceships on the left side of the screen |
| 2 | Player 2 | Defeat the spaceships on the right of the screen |

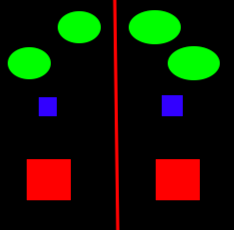
1. Which are the Non-Playing Characters of this game?

* 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.

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| Number | Character Name | What can this character do? |
| 1 | Alien Spaceships | If it gets shot by player 1 or player 2, it will die, but if it reaches the bottom of the screen it reduces a life of one of the players |
| 2 | Bullets | These bullets will be shot out from the spaceship of player 1 or player 2 and if they hit the aliens’ spaceship it destroys them |

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.



The green circles, will be the aliens’ spaceships. The blue squares are the bullets shot by the players. The red line in the middle is the divider between player 1 and player 2. The red squares are going to be player 1 and player 2. Of course, there will be images in place of these shapes.

How do you plan to make your game engaging?

Have it be a competition between 2 players, and end after a certain amount of time. This can make it so that if player 1 beats player 2, player 2 can ask for a rematch.