Game Design Document

Fill up the Following document

1. Write the title of your project.

Rocket Vs Asteroid

1. What is the goal of the game?

How the Rocket save himself

1. Write a brief story of your game?

The Rocket want to save himself from asteroids in his way

He want to catch six Hearts and if he touch the fuel it increases its

Speed.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Rocket | He want Heart |
| 2 | Asteroid | Break the Rocket |
| 3 | Hearts | Target of Rocket |
| 4 | Fuel | Increases the Speed |

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 | Asteroid | Break the Rocket |
| 2 | Hearts | Target of Rocket |
| 3 | Fuel | Increases the Speed |