Game Design Document

Fill up the Following document

1. Write the title of your project.

Catch them all

1. What is the goal of the game?

To catch maximum in the given time fishes

1. Write a brief story of your game?

HELP FISHER MAN CATCH FISHES BY DRAGGING THE FISHING ROPE TRY TO AVOID THE BAD FISH OR YOU WILL LOOSE ALL YOUR FISHES.

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 | FISHERMAN | CATCHES THE FISHES |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

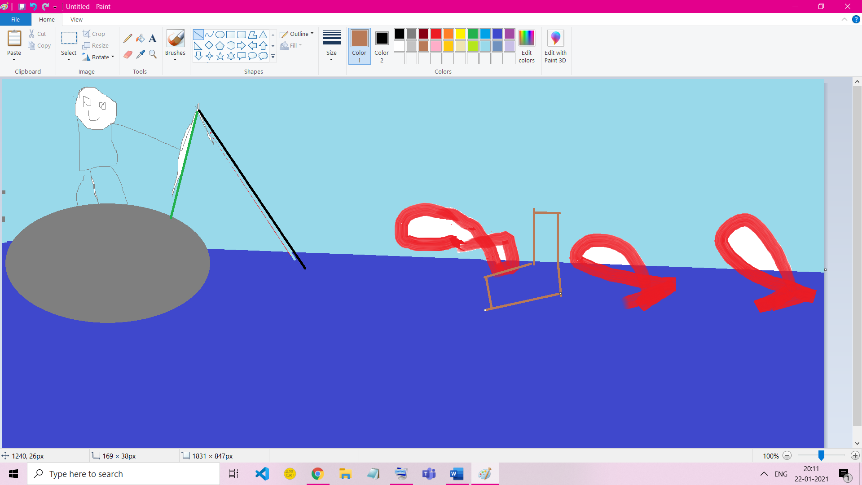
1. Which are the Non Playing Characters of this game?

* 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 | FISHES | TO BE CATCHED |
| 2 | BAD FISH | EATS ALL THE OTHER FISHES |
| 3 | GARBAGE | NOT TO BE CATCHED |
| 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 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?

THERE IS EQUAL CHANCE OF WINNING IN THE GAME