Game Design Document

Fill up the following document

* Write the title of your project.

Its called crazy bird.

* What is the goal of the game?

Its a never ending gme where the player has to avoid obstacles.

* Write a brief story of your game.

These obstacls would look like horizontal bars.In every game, the player has 3 hearts, if the bird touches the horizontal bars the lose one heart. There would also be coins and for every 10 coins you get a heart.

* 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 | crazy bird | Fly using the up and down arrows |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 |  |  |
| 2 | horizontal barriers | If the bird touches it, it looses one heart. |
| 3 | coins | One coin is 10 points and you need 100 points to gain a heart. |
| 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?

I don't know yet