Game Design Document

Fill up the following document

1. Write the title of your project.
2. What is the goal of the game?

To kill the terrorist

1. Write a brief story of your game.

We have a soldier, he try’s to save the world from the terrorrist

( Can you help him to finish the terrorism? )

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Soldier | He can move along the x axis, shoot bullets from M416 |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Terrorsit | A bad guy, who want to kill everyone, he shoots bullets from AK47 |
| 2 | RedTerrorist | A stronger terrorist which,he throws bomb |
| 3 | BossTerrorist | A very powerful terrorist who is head of all bad guys, he can use bomb and guns |
| 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?   
   
- It have scores, and Realastic sounds.  
- Randomly Terrorists approaching.  
- Power ups to help the player.  
- Different types of villans and Boss fights.