Game Design Document

Fill up the Following document

* Write the title of your project.

Tank Wars

* What is the goal of the game?

To destroy other players tank

* Write a brief story of your game?

There are two players of different countries who are enemies of each other so they decided to have a battle who will lose and who will win so they are having tank's gun so they can shoot so the next day they go through the walls and attack each other the advantage of both players is they have extra lazers,cannons etc.. so they have to take them and then they will get the particular weapon for some time...

* 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 | Player 1 | He can shoot other player |
| 2 | Player 2 | He can shoot other player |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Walls | they don't move |
| 2 |  |  |
| 3 |  |  |
| 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?

The lazers and defeating other player.