Game Design Document

Fill up the Following document

1. Write the title of your project.

**Astroman Saves The World!**

1. What is the goal of the game?

To rescue the poor person in Saturn and ask him about the Virus and Pandemic.

1. Write a brief story of your game?

By 2058, Coronavirus is spread across the World and many have died. Then one day, an astronomer realized that he have heard “corona” from a very old research of his! So, he looked into the files with hope to find some information about it. Hours passed, he suddenly remembered that his Professor Bluchfee once told him, that “There is a lost person in Saturn but it is not clear who it is… Poor fellow! He held grudge against Earth because it is filled with Evil doers… (He wept)”

And he understood that he should go and meet him and should ask him is there any connection between corona virus and “corona” named person. He is on his way!

After Astroman reaches Saturn, he notices a Huge Spaceship and a ball-shaped lab. By the window, he sees a creepy-looking person.

Astroman went near him and asked softly “Umm… Hello! Are you the lost “Corona man”?”. The creepy-looking guy turned and said “Yes, that’s me! My name is Corona Bluchfee. How may I help you friend? Are you too lost as I am?

Astroman realizes Corona’s name. Hundreds doubts and questions rushed to his head. “Is he related to professor Bluchfee?”, “How does Professor know him?”

Mr. Corona: “Are you fine sir?”

Astroman shook’s his head and replies “Yes, Mr. Bluchfee! I am fine. My name is Astroman. I am here to meet you and wanted to ask you something actually”.

Suddenly he hears a blast from his Lab.

Mr. Bluchfee rushes to the Lab. But while running he drops his book and Astroman picks that up and finds out Mr. Bluchfee is exporting few boxes to Earth filled with dangerous medicines to feed the animals. These medicines create a new Virus named “Corona”. He stood there in shock. He suddenly shoots Mr. Bluchfee and rushes through his Solution recipes and finds the medicine and its recipe in the shelve.

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 | Astroman | Main player (1), Defeats the Villain. |
| 2 | Mr. Bluchfee | Villain |
| 3 | Professor Bluchfee | Twist to the Story |
| 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 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 | Asteroids | Tries to hit the main player |
| 2 | Black holes | If the player hits the black hole, the will end. |
| 3 | Shooting stars | Extra credits |
| 4 | Solution | Solution bottle to virus |
| 5 | Recipe paper | Recipe of the Solution |
| 6 | Lab | Ball Lab of Mr. Blushflee |
| 7 | Planets(Earth, Mars, Jupiter and Saturn) | For the better Ambiance |
| 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?