Game Design Document

Fill up the following document

1. Write the title of your project.

--Save the Earth

1. What is the goal of the game?

--Reach the Earth without getting hit by asteroid

1. Write a brief story of your game.

--You are the captain the captain of a rocket ship leaving the human colony . you need to get back to earth to transfer important data so that a catastrophy can be averted and you need to avoid the asteroids so that you can reach earth.

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 | Rocket | Land on earth without getting hit by asteroids |
| 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 | Asteroid | Hit the Rocket |
| 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 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?

--After the rocket crosses ever 100 points the game will congratulate the player and after reaching the the earth it will congratulate him for completing the game and by every 100 point the asteroids will come faster and faster