Game Design Document

Fill up the following document

1. Write the title of your project.

Ans. The space race

1. What is the goal of the game?

Ans. Reach the elixer stone (to save the zathura planet)

1. Write a brief story of your game.

The villan Zorgon challenges the space astronaut , he gives a chance to save his planet zathura , they both race with the space ship to the elixer .

If the hero first reaches the elixer stone he saves the planet zathura , and if the villan reaches the first he destroys the planet zathura

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 | Walter (the astronaut) | Can move forward  And can dodge the asteroids |
| 2 | Zorgon(the villan ) | Can move forward  And can dodge the asteroids |
| 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 |  |  |
| 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.

There will be a space background , two sapce ships both are multiplayer ,

How do you plan to make your game engaging?