Game Design Document

Fill up the following document

1. Write the title of your project.

Butterfly Catching

1. What is the goal of the game?

To catch butterflies and score 100 points to win the game

1. Write a brief story of your game.

Sneha wanted to catch butterflies but couldnt find an appropriate

Place in the city . So she wanted to create a game in which she as well as other children can catch as many butterflies as they can . She created scores and gave a limit so that after certain score Game will end .

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 | Girl 1 | High Jump  Catching Butterflies |
| 2 | Girl 2 | High Jump  Catching Butterflies |
| 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 | Butterflies | Fly in garden |
| 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?

By setting scores and making game more competative so that many players can play the game

Rules :

1. Gravity is applied on girls
2. Catching Butterflies only by jumping
3. Player which scores 100 points first ... Wins
4. Scores get increased by catching butterflies by 10
5. Game is over when a Player WINS the game

Adaptivity :

1. 2 girls and many butterflies
2. Putting score limit 100
3. First player to get 100 points , WINS the game

Decomposition :

1. Creating variables , find and uploading images
2. Creating background
3. Making a form so to enter there names
4. Creating submit button
5. Creating GAMESTATES ( get and update )
6. Creating Realtime database and linking it
7. Creating gameState , rank , playerCount in database
8. Creating player details, playerCount ( get and update )
9. Creating condtions to change gameState such as if PlayerCount===2 the gameState===1 then game.start and when player.score===100 then gameState===2 then game.end
10. When game Starts butterflies are created after frameCount%50===0
11. When player(girl) touches the butterfly then butterfly gets destroyed and points are added and updated in player details
12. Creating player Index so that allPlayer details gets stored in database with respective names
13. When a player reach 100 points , he wins the game and gets Rank 1 and gameState changes to 2
14. When gameState is 2 then game ends and players names get displayed according to their ranks
15. Creating reset button so that we can reset the gameState , rank , playerCount (and playerDetails) to zero so that game can be played again and again