Game Design Document

Fill up the following document

* Write the title of your project.
* The zombie game

* What is the goal of the game?
* 1) Kill as much zombies as YOU can
* 2) Make it all the way to the boss and kill the wicked witch named chad
* 3)Don't DIE!
* Write a brief story of your game.
* Ok hi, Here is le story (i spoke french hehe) Anyway, You have been trapped in ana endless cuty landscape called the abyss by the wicked witch, CHAD! dun dun dun!!!! you have to kill all the beings (except other travellers) In order to face chad herself, Once you have killed chad you will return to the surface. But if you don't... Its either your life or your soul. Ok goodbye

* 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 | Chad the witch | boss |
| 2 | Gun boi | player |
| 3 | zombozo | easy prey |
| 4 | batbozo | Legit annoying as heck |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | game over |  |
| 2 | try again |  |
| 3 | background |  |
| 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.

It looks like a retro zombie game :/

How do you plan to make your game engaging?

Whi-ever beats it gets 1.000.000 pounds