Game Design Document

Fill up the following document

1. Write the title of your project.

Catch the ball

1. What is the goal of the game?

To catch the balls with your avatar

1. Write a brief story of your game.

You are going on a magical adventure and to complete it you need to get 20 magical balls that you have to catch.

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 | Catch the balls |
| 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 | spaceship | An obstacle: girl cant touch it or she loses a life |
| 2 | stars | Another obstacle |
| 3 | Magical balls | They move around so the girl has to try and get them |
| 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?

I will use lots of bright colours and cool sounds and I will also increase the obstacles as the game goes on to make to get harder.