Game Design Document

Fill up the following document

1. Write the title of your project.

Flappy bird ( still thinking).

1. What is the goal of the game?

To make the bird collect food for itself.

1. Write a brief story of your game.

The bird has set out to collect food. Whenever it finds food it gains a point but if it touches the obstacles it looses a point.

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 | bird | fly |
| 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 | food | Add points |
| 2 | obstacles | Lose points |
| 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.

Background- the sky and trees. Food- nuts, fruits,etc. Obstacles – stones, tree branches,etc. The player – bird.

How do you plan to make your game engaging?

By providing a score everytime the bird catches a food object and loses a point everytime it comes in contact with one of the obstacles.