Game Design Document

Fill up the Following document

* Write the title of your project.

ICE BREAKER

* What is the goal of the game?

to brake all the blocks of ice with the help of a ball and advance to the next level.

* Write a brief story of your game?

this game is based on fun and adventure criteria, in this game the player is a pad which can move left and right with a ball bouncing on it. there will a rectangle arena with 3 collided borders and one point line, the player will get 2 lives to brake all the ice and advance to the next level.

* Which are the playing characters of this game?
* Playing characters are the ones which 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 | player pad | collide with ball, move left and right |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* Which are the Non Playing Characters of this game?
* Non Playing characters are the ones which don't have an action or a behaviour 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 | ball | bounce off boundaries , break the ice by colliding into it,bounceoff the player pad |
| 2 | ice | nothing, |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

by adding levels to it and making it harder level by level