Game Design Document

Fill up the following document

1. Write the title of your project.

“LITTER CLEANER”

1. What is the goal of the game?

The goal of the game is to pick up as much litter and garbage and throw them in order to make a better Earth.

1. Write a brief story of your game.

My story is inspired by the topic say no to littering . A person starts in a boat with the primary objective to clean the ocean of litter and make it clean again .The character must try to avoid fishes ,sharks and whales in the ocean otherwise he loses he must collect as much litter as he can and then empty it .

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 | Player character/boat | Main character and PC. |
| 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 | Sound bar | Increases and decreases sound |
| 2 | fishes | In background and in ocean the boat needs to avoid them as obstacle |
| 3 | Sharks and whales | In background and in ocean the boat needs to avoid them as obstacle |
| 4 | Trash can | We need to deposit the litter in this at the end |
| 5 | litter | The objective is to collect litter one of the main NPC |
| 6 | Sand border | Decorative item and provides touch to the code |
| 7 |  |  |
| 8 |  |  |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper.
* I don t draw…
* Add images of the game scenes to show each of the playing and non-playing characters at least once.
* Start – Boat /player on start line and zooming through the river collecting litter to throw and avoiding fishes , sharks and whales
* End state – player either hit one of the fishes so game is over or he beats the game that time and is at finish line

How do you plan to make your game engaging?

I plan to make my game engaging by making the game hard and very addictive with lots of images and sound and make it captivating .