Game Design Document

Fill up the Following document

1. Write the title of your project.

Dodge it

1. What is the goal of the game?

We have to prevent the spaceship from hitting the meteors

1. Write a brief story of your game?

It is a game in which the player uses the up arrow key and down arrow key to control the spaceship to help the player win

If a player scores more than 1000 points at the end of the game he receives a medal.

1. 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 | spaceship | It can move up and down |
| 2 | Meteors | They try to hit the spaceship |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | sky | It holds the spaceship and meteors and prevents the spaceship to leave a trail |
| 2 |  |  |
| 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 making it go unlimited! People will play again and again to beat their high scores.