Game Design Document

Fill up the Following document

1. Write the title of your project.
2. What is the goal of the game?

In mode 1. Dodge the fireball

In mode 2. Shoot the fireball

In mode 3. Catch the fireball

In mode 4. Alien shooter game

1. Write a brief story of your game?

There was a boy who wanted to go to space. One day some fireballs were falling from the sky and to save his life he had to dodge them. He wanted to study them so when they started falling again, he shot them but they broke into tiny pieces so he could not study them. Then he thought of catching them so he created an invention that could catch the fireball. He could not understand what it was. Later when he grew up he went to space and saw some aliens throwing things on the planet. Those things were the fireballs. So he decided to kill those aliens.

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 |  |  |
| 2 |  |  |
| 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 |  |  |
| 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?