Game Design Document

Fill up the following document

1. Write the title of your project.

Sling shooter

1. What is the goal of the game?

The goal of the game is to shoot group blocks using a slingshot and then collecting the part of the slingshot to continue the game

1. Write a brief story of your game.
2. the game is to shoot group blocks using a slingshot and then collecting the part of the slingshot to continue the game

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 | slingshot | It slings another pc to shoot the blocks |
| 2 | Player block | The player block drops down the npc when it touches them |
| 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 | Game blocks | These form a collective group on the wall and the pc are supposed to drop them down |
| 2 | obstacles | Make it difficult for the player to proceed |
| 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.

How do you plan to make your game engaging?

The game will have obstacles coming out while playing and during the scoreboarding , the players will be given ratings on how they play to encourage them to play even more.