Game Design Document

Fill up the following document

1. Write the title of your project.

Save The Ocean

1. What is the goal of the game?

The goal of the game is to clear plastic and other non biodegradable waste from the ocean to earn points.

1. Write a brief story of your game.

The Marine life is sick and tired of the plastic in the ocean some one or the other is getting stuck in plastic the other day This is why everyone decided

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 | Diver | Diver has to pick up the plastic |
| 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 | Coins | Increase treasure |
| 2 | Jellyfish | Divers die |
| 3 | Different Marine Charecters | Part of sea |
| 4 | Plastic Waste | Diver has to collect them to save the ocean |
| 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.

A picture containing text, screenshot, electronics, display

Description automatically generated

How do you plan to make your game engaging?

The game is interactive to the user. The player gets to choose the charecters, get coins and to make it even better, I added fun marine charecters.