Game Design Document

Fill up the following document

1. Write the title of your project.

141 first mission

1. What is the goal of the game?

To get to the helicopter ane escape with the V.I.P

1. Write a brief story of your game.

Your Captain.price and your task forces is goning behind enemy lines to

taking a V.I.P to helicopter that will Bring the V.I.P to the white house.

1. Which are the playing characters of this game?

|  |  |  |
| --- | --- | --- |
| Number | **Character Name** | Give me a description of your character. |
| 1 | **S.O.A.P** | Price’s best friend  And the best sniper on the team. |
| 2 | **Captain.price** | The task forces leader. |
| 3 | **Ghost** | the man with no face. |
| 4 | **Roach** | operator of the task force 141, under the command of Captain Joh "Soap" macTavish |
| 5 | **Nikolai** | The guy who dives the helicopter. |
| 6 | **terrorist** | It’s a terrorist you know what they do. |
| 7 | **Cvil** | Again you know at they do. |
| 8 | **V.I.P** | A valuable asset  That takes forces 141 have to bring back to the white house. |

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 | helicopter | Flies, hovers |
| 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 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?