

# Game Design Document

## Fill up the following document

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1. Write the title of your project.

Bowling Game

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2. What is the goal of the game?

To knock down all the 10 pins in 3, 5, or 7 chances, depending on difficulty.

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3. Write a brief story of your game.

There will be a bowling ball. Using it, you need to aim at the pins and knock down as many as possible in a few chances.

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The pins will sometimes be positioned in different arrangements which can be tougher.

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The ball should not touch the edges of the tracks either.

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4. 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	Bowling Ball	You can change the angle at which it can be aimed. It can knock down pins as well.
2		
3		
4		
5		
6		
7		
8		

## 6. 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	Pins	They can appear in different patterns in groups of 5-10
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.

There will be a track, and pins scattered at the end of the track. A bowling ball will also be positioned wherever you want. When the mouse is released, the ball will also be released and may hit the pins.

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How do you plan to make your game engaging?

I plan to have feedback, scores, and levels. Both positive and negative feedback will be there. Scores can be given and deducted.