Game Design Document

Fill up the following document

1. Write the title of your project.

Mission moon

1. What is the goal of the game?

The goal is to beat all the asteroids and reach Moon before the other player

1. Write a brief story of your game.

The story of the game is that some sciencetist found that moon has many useful resouces so we need to reach mon before the computer player.

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 | Player1 Rocket | It can move according to the player control usong arrow keys |
| 2 | Computer Rocket | It is computer player and will move automatically |
| 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 | Asteroids | It moves and blocks player’s way to reach moon |
| 2 | Stars | By collecting the stars the score increases |
| 3 | Moon | It is the goal where we need to reach |
| 4 | Border | It will divide the screen between the player and computer |
| 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.

