Game Design Document

Fill up the following document

* Write the title of your project.

Bouncy Ball

* What is the goal of the game?

When the length of the stick gets 100, the game ends.

* Write a brief story of your game.

You just have a entered a world of deep silence and there is no

no one there and the only thing you can see is a gaming setup

with a game going on code.org. It is written that "COMPLETE

THE GAME TO GET OUT THIS"

* 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 | Stick | It makes the ball bounce on it |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | Ball | It drops from the top and it bounces on the stick |
| 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?

When the ball drops from the top you will hear a clink sound and when it touches the stick, you will hear a smash sound and also the ball of the speed increases when the score increments with 5 and when it increments with 10, the length of the stick decreases.