Game Design Document

Fill up the Following document

1. Write the title of your project.

**Wack-A-Mole**

1. What is the goal of the game?

**The player must hit as many moles as possible in 1 minute and avoid hitting the rabbits.**

1. Write a brief story of your game?

**Briana is tired of having moles eat her vegetables in her garden. Under her garden, there are moles and rabbits. She calls you to help her get rid of the moles.**

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | **Spray bottle** | **Prevents the moles from appearing** |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | **mole** | **Appears from hole** |
| 2 | **timer** | **Displays the amount of time the player has left** |
| 3 | **rabbit** | **Appears from hole** |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

**The background will be a garden. There will be a timer on the top right and there will be holes on the screen. Rabbits and moles will appear on the screen. There will be a spray bottle that will be attached to the cursor.**

How do you plan to make your game engaging?

**There will be a timer to engage the play and the speed of the moles and rabbits appearing will increase as the time decreases.**