Game Design Document

Fill up the following document

1. Write the title of your project.

CowBoy – The Savior

1. What is the goal of the game?

Cow-Boy will Run on the streets of Bonney. And have to reach the Treasure after Shooting the mafia with his gun.

1. Write a brief story of your game.

Very Dangerous Mafia wanted to loot the precious treasure of **BONNEY**

in **Texas.** They have reached the treasure & was leaving the place with

treasure. Now, there was the only person that can save the treasure ***The***

***Cow-Boy.*** Now you are cowboy and have to fight the mafia and save the Treasure!!

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 | CowBoy | Kill The mafia with his gun. |
| 2 |  |  |
| 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 | Mafia’s | They have to Kill the Cowboy by hitting him. |
| 2 | Life bar | It will display the life of Cowboy. |
| 3 | Score | It will show the Score of Cowboy. |
| 4 | Bullets | It will show how many bullets are there in gun. |
| 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?

There will be 5 bullets loaded in the gun and when ever the player will shoot the mafia it will use 1 bullet increase the score by some points and

When there will be no bullets left in the gun then It will load automattically but will decrease score by some values.