Game Design Document

Fill up the following document

Arun Balaji

1. Write the title of your project.

Shoot The Asteroids

1. What is the goal of the game?

PC

1. Write a brief story of your game.

We can move the rockets left or right by using the arrow keys and

We can shoot the asteroids by pressing space bar. If you miss an

Asteroid, then the game will end.

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 | The Rocket | It’ll shoot the asteroids and the Aliens. |
| 2 | Asteroids | It’ll attack the player(Rocket). |
| 3 | UFOs | It’ll shoot The Rocket. |
| 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 | The Earth | Nothing. |
| 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.

The game would be like a space adventure in which you shoot The UFOs and The asteroids.

How do you plan to make your game engaging?

The Asteroids and The UFOs would move so fast that we can’t shoot it properly. So this would make the game interesting.