

Game Design Document

Fill up the Following document

1. Write the title of your project.

Battle Ships

2. What is the goal of the game?

To get the highest score possible

3. Write a brief story of your game?

You are a captain of a ship sent by the military you are on a journey to destroy as many enemy vessels as possible before you sink your duty is to protect the territory of your own country

4. 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.

Nu mb er	Character Name	What can this character do?
1	The player	You control it
2	submarines	Underwater things that shoot you
3	Enemy battle ships	Floating on water things that shoot you

4	Enemy bombers	Flying things that bombs you
5	Enemy fighter plains	Flying things that shoot you
6	Enemy aircraft carriers	Floating things that release flying things that shoot you
7		
8		

5.

6. 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?
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1	islands	barrier
2	whirlpools	Slow or maybe destroy ships
3	Ocean waves	Barely Push ships
4	Large waves	
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.

How do you plan to make your game engaging?

Day - 0

Workitems:

SOD

1. Background - static background - (ocean and sky)
2. Battleship - sprite
3. Battleship - moves

EOD

Activities - 1,2,3 - done

Upcoming:

Create Other sprites - enemies.

2	submarines	Underwater things that shoot you
3	Enemy battle ships	Floating on water things that shoot you
4	Enemy bombers	Flying things that bombs you
5	Enemy fighter plains	Flying things that shoot you
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To give functionalities.

Bonus - search/make for images for the sprites and store it in the folder.