Game Design Document

Fill up the Following document

1. Write the title of your project.

Baskets and Balls

1. What is the goal of the game?

The goal of the game is to make sure that the non - playing character falls into the basket while overcoming obstacles.

1. Write a brief story of your game?

The story is about a person who changes his/her feelings in front of different people and doesn’t act like his or herself.

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 | Basket | Move freely on a fixed plane. |
| 2 | Ball | Can be spawned in different colors. |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |

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 | Obstacles | Can create the game more engaging for the player. |
| 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 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?

I plan on making the game more engaging by adding obstacles and originality to my game and making it elevate while the player is playing the game.