Game Design Document

Fill up the Following document

1. Write the title of your project.

Resistance

1. What is the goal of the game?

The goal of the game is to get your army in your army camp safely without letting the enemy destroy you/ your camp.

1. Write a brief story of your game?

A lone fighter plane is stranded to protect the camp. Enemy sends bombs to invade. Meanwhile he calls for reinforcements which arrive as friendly fighter jets. The lone soldier job is to make sure they can reach camp safely.

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 | Defender (main hero of the game) | He can shoot down the enemy |
| 2 | line | It marks the place where the army camp starts. |
| 3 | Watermelon. | Watermelon are distractions that pop up at random times. |
| 4 | Bird | Bird is also a distraction like the watermelon. |
| 5 | Bullet | Bullet can be used to destroy bombs. |
| 6 | bomb | Bombs are the enemy trying to destroy you and the camp. |
| 7 | Friends | Blue fighter jets that you have to make sure enter the camp |
| 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 |  |  |
| 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.

The line is on the right side of the screen and the fighter plane (blue) is right in front of the line. On the other side of the screen bombs and friendly planes will be emerging at any y-cordinate. Watermelon/birds will appear between the bomb spawning area and blue fighter jet.

How do you plan to make your game engaging?

I plan to add 3 lives which make the players more intrigued with game, and want them to try harder.