Game Design Document

Fill up the following document

1. Write the title of your project.

UNDERWATER STRUGGLE

1. What is the goal of the game?

THE GOAL OF THE GAME IS TO MAKE THE USER ATTENTIVE OF THE UPCOMING DANGER

1. Write a brief story of your game.

THERE IS A FISH WHO LOVES TO EAT THE FOOD THROWN BY HUMANS IN THE SEA

,WHILE IT IS TRYING TO EAT FOOD ,HE ALSO NEED TO BE CAREFULL OF THE SHARKS

COMING TO EAT THE FISH

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 | FISH | EAT FOOD |
| 2 | SHARK | EAT FISH |
| 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 | FOOD | WILL BE EATEN BY THE FISH |
| 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.

IT IS A COMPUTER GAME MADE IN VS CODE.

How do you plan to make your game engaging?

BY INCREASING THE NUMBER OF SHARKS.