Game Design Document

Fill up the Following document

1. Write the title of your project.

Asteroids

1. What is the goal of the game?

The goal of the game is to destroy the asteroid without damaging your rocket.

1. Write a brief story of your game?

You are the head of NASA and your special high tech satellite has given you information that a belt of asteroids are going to attack Earth. Help Earth by destroying the asteroids without getting your rocket damaged.

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 | Rocket | It can move right and left using the respective keys |
| 2 | Bullets | It will be shot by the rocket and will destroy the asteroids |

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 | Asteroids | They can blast the rocket when touched. |

1. How do you plan to make your game engaging?

My game can be made more engaging by adding [adaptivity](https://www.google.com/search?safe=active&rlz=1C1OKWM_enIN932IN932&sxsrf=ALeKk01N9GIzeThyUl8vQt_05KaIR9U-EA:1618570487622&q=adaptivity&spell=1&sa=X&ved=2ahUKEwjUltX3zILwAhV7zjgGHX0aAoIQkeECKAB6BAgBEC4) like increasing scores, making speed faster, changing backgrounds thus in order to make the game challenging.

1. 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.

Rocket