

Game Design Document
Fill up the following document

1. Write the title of your project.

Zombie shooter

2. What is the goal of the game?

To shoot the zombies and collect As many antidotes as you can

3. Write a brief story of your game.

There is a zombie apocalypse on the city and we are a trained
Soldier. We have to protect the city and collect antidotes .

4. 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	John	Shoot the zombies
2		
3		
4		
5		
6		
7		
8		

6. 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	<i>Zombies</i>	They can kill the playing character in this game with
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.

To me, it looks like some scientists were doing some research at the experiment lab with a dead human body so that they can bring dead back to life. Their experiment was successful, but it turned out to be a zombie and infected the whole city. However, there is an antidote that can protect us from infecting to a zombie which works like a vaccine.

How do you plan to make your game engaging?

I planned that since our character is a soldier and soldiers are must to protect their country with all their might. So we have to collect all the antidotes and protect the whole city and country. However, there are zombies out there to make the game more tricky. We also have a gun so that we can knock out the zombies.
