Game Design Document

Fill up the Following document

1. Write the title of your project.

Bubble game

1. What is the goal of the game?

To break all the bubbles

1. Write a brief story of your game?

In the game there would be a bar and a ball they both are pcs as the

Ball touches the bar its color will change and the player would be able to shoot it towards the bubbles and if the color of the bubble and the ball is same then the bubble will disappear and player will get the points and if it does not match then the ball will become a bubble and player will not get points and when the players points are equal to 20 some enemy will come and one of them is the main one (biggest in size) at that time the ball will become a magical ball and when that ball touches the enemy all the enemies will die and player will get 100 points extra but then too the player have to destroy all the bubbles.

if the player is failed to catch the ball the player will loose but he can retry the game to win.

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 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 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.

How do you plan to make your game engaging?