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 | Slider | To prevent the ball from falling and setting its target (ball will move in vertical direction) |
| 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 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 | bubble | Like blocks which will brake and give some points |
| 2 | ball | Will move with the help of slider |
| 3 | Ghost | 1 more obstacle |
| 4 | Mega ball | It will kill the ghost (appears when player presses up arrow key) |
| 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?

If the player is not able to shoot the main ghost with the help of mega ball then he/she will lose his 20 points and if he/she is able to shoot it then he/she will get 100 points extra and if he want to use the ball even before the ghosts arrive then he will lose his 50 points but that ball not matters that what the color is at least one full row of bubbles will be cleared at once

But when the ghost will come then he/she will not lose any points and if he/she don’t want to use the ball then he/she wat to shoot at least 3 balls to it.