Game Design Document

Fill up the following document

1. Write the title of your project.

Meteor blast or be shattered

1. What is the goal of the game?

Destroy any meteor that comes your way and reach the finish line

1. Write a brief story of your game.

A brief story of my game is David and Daniel were playing an arcade

Game and David wanted to replicate it. Help David to replicate it.

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 | Two Rockets | Shoot meteors |
| 2 | Meteors | Hurl towards the rocket |
| 3 | Missiles | Shot out of the rocket |
| 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 | Meteors | Hurl towards the rocket |
| 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.

The game looks awesome

How do you plan to make your game engaging?

I plan to make my game by including popups into the concept of the game