Game Design Document

Fill up the following document

1. Write the title of your project.

Bgmi(battlegrounds mobile india)

1. What is the goal of the game?

To survive at the last

1. Write a brief story of your game.

Each match starts with players parachuting from a plane onto one of the six maps.The plane’s flight path across the map varies with each round,then players have the choice that where they should be landed.There are 100 players in which some are bot and some are real players.Once they land on the ground,players can search buildings and other sites to find weapons,vehicles,armor and other equipment.Players can opt to play either from the first person or third person perspective.Every few minutes, the playable area of the map begins to shrink down towards a random location,with any player caught outside the safe area taking damage incrementally, and eventually being eliminated if the safe zone is not entered in time.Your teammate can revive you also if you’re playing duo or squad.A plane will fly over various parts of the playable map occasionally at random,or whether a player uses a flair gun,and drop a loot package,containing items which are typically unobtainable during normal gameplay.These packages emit highly visible red or yellow smoke,drawing interested players near it.At the end if you survive you will win and there will be a slogan winner winner chicken dinner or if you’re eliminated then also you can win with the help of your teammates.There are also rank for each player and it will gain or lose based on your performances.On average,a full round takes around 30 minutes.

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 | VICTOR | Less reload time |
| 2 | SARA | Veichles she is driving take less damage |
| 3 | CARLO | Less fall damage |
| 4 | ANDY | MASTERED GUN SKILLS |
| 5 | ANNA | NOT KNOWN |
| 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 |  |  |
| 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.

How do you plan to make your game engaging?