Game Design Document

Fill up the Following document

1. Write the title of your project.

Star wars

1. What is the goal of the game?

To reach a score of 1000

1. Write a brief story of your game?

the human space mission is heading towards jupiter for further research.

On their way in the interstellar.

they find themselves surrounded by a bunch of ufos.

their mission is to capitalize on them and reach a score of 1000.

they also need to be careful and not destroy the satellites so that they can carry on their further research.

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 | brahaspatiyaan | shoot |
| 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 | ufo | Destroy spaceship |
| 2 | stars | background |
| 3 | satellite | Needs to be saved |
| 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?

By adding lives and increasing the speed of the game with increase in score