Game Design Document

Fill up the following document

1. Write the title of your project.

Roll!!!

1. What is the goal of the game?

Collect a particular amount of stars and do not touch the blue pyramids falling from sky.

1. Write a brief story of your game.

There is a space ball(a sphere), it moves in the forward direction and

It can be controlled by left and right keys. It should collect stars and

Power-ups. If it touches the blue pyramid, the whole game world is destroyed and game is over. The power up or Bomber can destroy the blue pyramid if the space ball touches 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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Space ball (PC) | Moves in forward direction and in left and right, based on the left and right key |

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Star (NPC) | Disappears when touched by space ball and score decreases |
| 2 | Blue Pyramid (NPC) | It falls from the sky and if it touches the space ball, it destroys the game game world |
| 3 | Bomber (NPC) | If the space ball touches it, it will provide a shield to the space ball for few seconds by destroying the blue pyramids falling from the sky. |
| 4 | Costumer(NPC) | Change the shape or color of the space ball |
| 5 | Background(NPC) | Infinite scrolling |
| 6 | Life(NPC) | Three lifes for the space ball |
| 7 | Start and Retry(NPC) | Buttons |
| 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.

Click the link below to view the ountline of the projecy

[..\Desktop\Class VIII Indus\Coding Project\Game Outline.png](file:///C:\Users\Prasad\Desktop\Class%20VIII%20Indus\Coding%20Project\Game%20Outline.png)

How do you plan to make your game engaging?

BY using game adaptivity.

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