zGame Design Document

Fill up the Following document

1. Write the title of your project.

Zombie Fighterz

1. What is the goal of the game?

Kill all zombies and get out of the Haunted House

1. Write a brief story of your game?

There is a man, he is a soldier and obviously he has his own gun,

One night his car broke down and he had no place to sleep, so he saw this haunted house and went in it to sleep

Soon after entering the door closed on its own, but he was brave so he slept but after some time ghe thought hat there were ghosts in the house so he went to see and surprise some zombies popped out of nowhere

His goal is to shoot all the zombies down….

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 | Colonel Rhodes | Soldier Skills, Has a Gun, Brave Heart |
| 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 | Zombie1 | I8f touch |
| 2 | Zombie2 |  |
| 3 | Zombie3 |  |
| 4 | Zombie4 |  |
| 5 | Zombie5 |  |
| 6 | Zombie6 |  |
| 7 | Zombie7 |  |
| 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?