Game Design Document

Fill up the following document

1. Write the title of your project.

The Rescue

1. What is the goal of the game?

The goal of the game is the destroy as many asteroids as you can and get the highest score you can.

1. Write a brief story of your game.

The Earth is in danger! A lot of asteroids have suddenly turned their paths and started heading towards Earth. You, a Professional Pilot have to take things in your own hand and save the Earth. Destroy as many asteroids as possible and become a Hero!

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 | Fighter Plane | We can control this character and it will destroy the aseroids. |
| 2 |  |  |
| 3 |  |  |
| 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 | Asteroids | Spawn randomly and are dangerous. |
| 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?

To make it engaging, I will add images to the asteroids, fighter place and background so it looks really interesting. I will also add sounds so that we can feel the characters and make it even more engaging.