Game Design Document

Fill up the following document

1. Write the title of your project.

Ninja fighting

1. What is the goal of the game?

The goal of the game is to kill the monsters from ninja stars and the monsters can also kill but we have to escape it from arrows key.

1. Write a brief story of your game.

Mainly in this game there will be monsters and ninja which which will do a fight. There will be levels in the game like in level 1 there will be

3 monsters and in level 2 6 monsters to kill in that way the monsters keep increasing.

There will be different beground and weapons.

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 | Ninja | To kill monsters |
| 2 | Monsters | To kill ninja |
| 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 | Ninja stars | To kill monsters |
| 2 | Other weapons | To kill ninja |
| 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?

Plan to make game engaging is to add levels increase difficulty beautiful home page and beground and other things making it action and thriller. I wanna make this game like a realistic game.