Game Design Document

Fill up the following document

1. Write the title of your project.

Ans -- Mini fire

1. What is the goal of the game?

Ans – To kill all enemy at time

1. Write a brief story of your game.

Ans -- Pakistan comander is come to India for bomb blast to kill Indian’s

So, I making this game to WIN from Pakistan.

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 | player | Fight with tarrorist/enemy |
| 2 | Friend1 | Fight with tarrorist/enemy |
| 3 | Friend2 | Fight with tarrorist/enemy |
| 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.

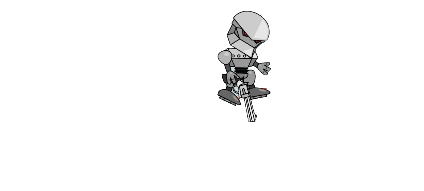
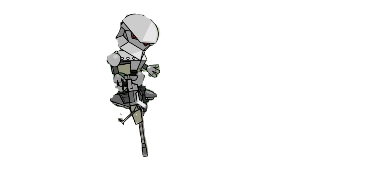
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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Robot 1 | Fight with player , friend 1, friend 2. |
| 2 | Robot 2 | Fight with player , friend 1, friend 2. |
| 3 | Robot 3 | Fight with player , friend 1, friend 2. |
| 4 | Robot 4 | Fight with player , friend 1, friend 2. |
| 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.



That’s our map



Non-playing cherecter (NPC)





Playing cherecter’s (PC)

How do you plan to make your game engaging?

Ans – Game graphic and name **Mini Fire** , Moral: To **WIN** from **Pakistan**