Game Design Document

Fill up the following document

1. Write the title of your project.

Stupid Zombies

1. What is the goal of the game?

To kill all zombies to save your life.

1. Write a brief story of your game.

Arun has gone to a trip and while returning back to his home the place seem to be very dark .He found zombies were trying to attack him.In order to save his life,the player has to help arun to kill the zombies using his gun.

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 | Hero-Arun(PC) | He can move and shot the zombies |
| 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 | Zombies(NPC) | They will try to attack arun |
| 2 | Stones(NPC) | If zombies kills arun the stone will appear and the game ends. |
| 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?

When you kill each every zombies, the velocity of zombies increases randomly to attack arun.So the player has to be keenly observing and engaging while playing the game.