Game Design Document

Fill up the following document

1. Write the title of your project.

Fight the Asteroids

1. What is the goal of the game?

A fighter plane shooting asteroids and saving Earth

1. Write a brief story of your game.

The gamer controls a fighter jet to destroy asteroids which are heading toward earth and destroying them all.

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 | jet | Can be controlled with arrow keys and shoots bullets when perssed space. |
| 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 | Asteroid | Spawned randomly and destroyed by the jet. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

How do you plan to make your game engaging?

the jet spawns bullets to destroy the spawned asteroids and the score increases by 1.

If the asteroid crossed a safety line or touched the jet, the game ends.