Game Design Document

Fill up the following document

1. Write the title of your project.

ZOMBIE UPRISING

1. What is the goal of the game?

THE GOAL IS TO KILL ALL THE ZOMBIES ON THE SCREEN

1. Write a brief story of your game.

IN A CITY THERE COMES A MAN TO KILL ALL THE ZOMBIES BEFORE THEY ENTER THE CITY TO EAT THE BRAINS.IF THE ZOMBIES ENTER THE CITY THEN THE CITY IS GONE

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 | MAN | CAN SHOOT AND JUMP |
| 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 | 3 ZOMBIES AND CAN ONLY WALK |  |
| 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.

SCROLLING BACKGROUND

MAN CAN SHOOT TO KILL ZOMBIES

3 ZOMBIES ALWAYS ON SCREEN

IF ZOMBIE TOUCHES MAN CITY IS DEAD

How do you plan to make your game engaging?

3 ZOMBIES ALWAYS ON SCREEN AND THERE WILL BE SCORES ADDED