Game Design Document

Fill up the Following document

1. Write the title of your project.

Ans)“PADDLE BOUNCE GAME”.

1. What is the goal of the game?

Ans)The goal of my game is to break all the bricks,and pass the level.

1. Write a brief story of your game?

Ans)In the game there is a playing character(the ball) and that character

has to kill all the non playing characters(the bricks).

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | ball | The ball can kill the non playing characters. |
| 2 | paddle | Prevent the ball from falling. |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | bricks | The bricks have to disappear . |
| 2 | obstacles | They fall from the top and make the game difficult. |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?