Game Design Document

Fill up the Following document

1. Write the title of your project.

My own game

1. What is the goal of the game?

player should land from the plane to where every he want in area where plane goes and have loot and kill player's and survive till end until he remains alone and when it happen it's victory

1. Write a brief story of your game?

There is not story it’s a battle royale

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 | adam | Change color |
| 2 | andrew | Make vest durable |
| 3 | alok | Give health |
| 4 | kelly | Runs fast |
| 5 | moco | Locate other player location |
| 6 | chrono | Make sheild around squad |
| 7 | Captain k | Convert ep into hp fastly |
| 8 | kla | +50 by fighting with hands |

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 | glider | Help player to fly |
| 2 | house | Help player for cover |
| 3 | skateboard | For transport |
| 4 | backpack | To carry guns etc… |
| 5 | ammo | For guns to shoot |
| 6 | Repair kit | For repairing vest |
| 7 | Medi kit | For health |
| 8 | zipline | For transpot |

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.

This game is similar to freefire and pubg

How do you plan to make your game engaging?