Game Design Document

Fill up the following document

1. Write the title of your project.

Car Shooter

1. What is the goal of the game?

To get to the end unharmed

1. Write a brief story of your game.

The story of the game is that: the player is down bad and is in need of

Quick cash. He hears about the new sport of car Shooting race and

Joins it with huge risks and enormous rewards

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 | car | Drive around and shoot at the obstacles |
| 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 | obstacles | Obstruct the path of the player and damage the player |
| 2 | fuel | Increases the fuel of the player |
| 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?

By making it interseting with a exceptional storyline seen in few, fluid controls and balanced gameplay with aa element of luck present in it.

Also by adding the option of optional multiplayer