Game Design Document

Fill up the Following document

• Write the title of your project.

PARAFALL

• What is the goal of the game?

to have collected all the bits of the parachute before hitting the ground

• Write a brief story of your game?

CJ, BARY, STEPHANY, KEVIN all want to go on a plane to go sky diving for a charity you can choose

which character you want to be and they all have their own special abilities in the air but, as they jump off

their parachute stops working and have gathered a crowd. Thankfully the plane was able to drop pieces of

a new parachute which is now falling from the sky and they have to collect a certain amount of pieces

in order to land safely. Use the space bar to jump out of the plane, the right and left arrow key to move left

and right and the q button to activate parachute once it says so so you can get them to safety.

• 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 CJ :child so is lighter meaning it gives you longer time to collect enough of the parachute before hitting ground

2 BARY: can get very heavy for 5 seconds which will allow him to crash threw birds can only be used twice

3 STEPHANY: is a trained sky diver so is has a high velocity in the air and can dodge the birds quicker

4 KEVIN: has a gadget which can hold a force field for 5 seconds to be protected from the birds but can only be activated twice

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• 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 plane: fly’s into jumping area

2 birds: acts as obstacles once in contact with player gam is over and have to restart

3

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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?