Game Design Document

Fill up the following document

1. Write the title of your project.

----> Street Fighting

1. What is the goal of the game?

----> Eliminate other player and win the game.

1. Write a brief story of your game.

----> The Story of our game starts with a fight between two brothers as their father was an owner of big street-fighting club and oneday their father passed away with leaving the club in their hands. The Older brother wanted the club totally in his hands and the youner brother wanted the club in his hands and from there the fight between them began. So they decided to keep a fighting competition between the two-brother and the winner of this competition gets the Huge Club.

1. Goal of the Game.

----> Defeat the opponent to win the Club.

1. Characters in game.

---> PC: Playing Characters

Player 1 Name : Jack

Player 1 Controllers :-

Right- “A” , Left – “S” , Kick – “D”

Player 2 Name : John

Player 2 Controllers :-

Right- “K” , Left – “L” , Punch – “J”

1. This game will be played on Laptop or Desktop.
2. This game will be created on VS Code.
3. Libraries & Sound File Collected.

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 |  |  |
| 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 |  |  |
| 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.

How do you plan to make your game engaging?