Game Design Document

Fill up the following document

1. Write the title of your Game ?

**The King of Fighters (D.S)**

1. What is the goal of the game?

**Reach The safeZone.**

1. Write a brief story of your game.

**Kill the Enemies and Don’t Touch any lifeTime reducer objects**

**Then reach the safe Zone.**

Character of Enemys : - Enemies like -

|  |  |  |
| --- | --- | --- |
| Angel Slayer | Corona | Red Zone |
| Maria | Red Saint | Vex |
| Flying bird | Black hole | Alien |
| Recluse | ?? dangerous | Etc… |

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 | **D.S** | **Run & war** |
| 2 | **AWM** | **Fire** |
| 3 | **UMP09** | **Continue firing** |
| 4 | **AK47** | **HeadShot** |
| 5 | **Granade** | **Blast** |
| 6 | **Magical key** | **No limit** |
| 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 | **Coronavirus** | **Infected** |
| 2 | **Maria** | **Will Divert Attention** |
| 3 | **Red Zone** | **Will Reduce Life** |
| 4 | **FlyingBird** | **Will Reduce Life** |
| 5 | **Black Hole** | **Go wrong place** |
| 6 | **Dangerouse** | **No limit** |
| 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?

JavaSript,html,)   
First of all I understand the concept of the game. Then I see how to divide the game into different parts so that it is easy to make the game, And then I make a blueprint of the game. Then the game becomes easier to understand and make……………………………….