Game Design Document

Fill up the following document

1. Write the title of your project.

CELSUS – 26.

1. What is the goal of the game?

The protagonist should reach a new planet called celsus-26.

1. Write a brief story of your game.

As the Planet Earth starts to get dangerous people shift to Mars, soon earth gets more dangerous and inhabitable. The NASA and ISRO forms the best scientific group, they realise that Mars will get inhabbitable. So they start a research on planets that are habitable, then they find CELSUS – 26. The protagonist sets on a mission on a rocket to check and reasearch CELSUS-26 more closely.

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 | Protagonist | Shoot the obstacles off |
| 2 | Alien | Gives a lot of damage to the protagonist |
| 3 | Meteors | Move the rocket out of the way and the protagonist looses control on it |
| 4 | Astroids | Gives Damage |
| 5 | Spaceships | Shoots the rocket |
| 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 | Guns | Give more power to rocket |
| 2 | Healing drink | Heals the health |
| 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?

Add more real effects