Game Design Document

Fill up the Following document

1. Write the title of your project.

THE SPACE STATION

1. What is the goal of the game?

THE GOAL OF THE GAME IS TO REACH AND GIVE THE MEDICINE TO THE SPACE STATION.

1. Write a brief story of your game?

There was a virus attack in the space station . the monsters that are researched in the space station have escaped. One astronaut is sent to the space to deliver the medicine to cure the virus. His spacecraft is crashed. He want to deliver the medicine to space station avoiding obstacles.

1. 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 | Astronaut | He walks and jumps |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | Monsters | It will attack,it will walk and jump |
| 2 | asteroids | It will fly |
| 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 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?

There is life bar of the Astronaut and it will decrease when the obstacles hit the astronaut. The human player has to compete with to bot player to reach the space station.