Game Design Document

Fill up the following document

1. Write the title of your project.

Ocean’s Lifesaver

1. What is the goal of the game?

To help racket throughout his journey

1. Write a brief story of your game.

Racket the scubadiver decided to rescue our beloved ocean by cleaning the polluted water and curing injured animals, unfortunately there are some submarines and wild shark blocking his way.Guide him throughout his journey. Do you have the courage to help Racket throughout his journey?

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 | shark | Bite a human |
| 2 | Racket - Scuba diver | Save ocean |
| 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 | plastic |  |
| 2 | Injured fish |  |
| 3 | coins |  |
| 4 | fish | obstacle |
| 5 | submarine | obstacle |
| 6 | life |  |
| 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?

Giving the game an attractive backGround, increasing the speed of the game as the highscore and the coins collected increases,giving the game a very interesting and a challenging obstacle