Game Design Document

Fill up the following document

* Write the title of your project.

SPACE GUNS

* What is the goal of the game?

TO CREATE NEW AND AMAZING

GUNS AND PLAY THEM

* Write a brief story of your game.

I WILL ADD A ROBOT WITH A GUN IN HIS HANDS WHICH WOULD BE CHANGED ANYTIME AS THE POINT INCREASE AND THERE WILL BE POINTS TO COLLECT

* 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 | ROBOT 44 | FIRES WATER |
| 2 | ROBOT 101 | FIRES FREEZE SPELL |
| 3 | DOG | WILL HEAL THE ROBOT |
| 4 | TIGER | WILL DAMAGE THE ROBOT |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

* 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 | COINS | IT HAS TO BE COLLECTED |
| 2 | STARS | WILL INCREASE THE POINTS |
| 3 | LAUNCHERS | WILL BOOST YOUR SPEED |
| 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?

I WILL TELL MY FRIENDS TO PLAY WITH ME AND ALSO MY MY FAMILY