Game Design Document

Fill up the following document

1. Write the title of your project.

SPACE SHOOTER

1. What is the goal of the game?

TO SAVE THE POWER BOX AND DESTORY ENEMY SPACESHIPS

1. Write a brief story of your game.

THE ENEMY SPACESHIPS HAVE DECIDED TO DESTORY THE POWER BOX OF THE PLAYER, THE PLAYER HAS TO DESTORY THE ENEMY SPACESHIPS AND SAVE THE POWER BOXC TO ACHIEVE VICTORY.

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 | PSS | The character can move in 4 directionsand shoot bullets. |
| 2 |  |  |
| 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 | ESS - 1 | The character is still but can shoot bullets when the player spaceship enters it’s radius |
| 2 | ESS - 2 | The character is still but can shoot bullets when the player spaceship enters it’s radius |
| 3 | ESS - 3 | The character is still but can shoot bullets when the player spaceship enters it’s radius |
| 4 | ESS - 4 | The character is still but can shoot bullets when the player spaceship enters it’s radius |
| 5 | ESS - 5 | The character is still but can shoot bullets when the player spaceship enters it’s radius |
| 6 | Power box | This character can move around in 2 directions and needs to be protected |
| 7 | Bullet | This character play from both player’s and enemy’s side, it increases the score when it hits the spaceship |
| 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?

In this game I have constructed a proper scoring system, I have also added sounds and other feedbacks to make the game more intresting, the game also has vibrant colours to make it more fun to play