Game Design Document

Fill up the following document

1. Write the title of your project.

Tsunami !!!!

1. What is the goal of the game?

Dodge the obstacles on the way. Score points.

1. Write a brief story of your game.

A city has been hit by Tsunami, Plyaer is in boat. Dodge the obstacles on the way. Score points.

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 | Jack (PC) | Row the boat, Upgrade boats(Motarized) using coins. |
| 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 | Coins | Used to upgrade |
| 2 | Logs | Hurdle |
| 3 | Sharks | Hurdle |
| 4 | Fishes | Enegry Booster |
| 5 | Flowing Water | If PC stopps moving then the boat gets swept away and Game Over. |
| 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?

More the coins more upgraded boats, weapons, Energy boosters. Progressivly the PC gets more poweful.