Game Design Document

Fill up the following document

1. Write the title of your project.

Shoot the zombie

1. What is the goal of the game?

To kill the zombie, and earn lifes

1. Write a brief story of your game.
2. The shooter will arrive to the haunted place
3. Zombies will be randomly attacking the shooter
4. Shooter will earn life by the killing zombie(press space to shoot)
5. Or else zombie will kill the shooter and life will be decreased

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 | shooter | Shooter can be move by up, left, right, and down arrow key |
| 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 | zombie | Kills the shooter and will take his lives |
| 2 |  |  |
| 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 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?

1. Moving the shooter
2. Zombie will take lives of shooter
3. If shooter will kill zombie he will gain lives