Game Design Document
Fill up the Following document

1. Write the title of your project.

   Mario Battle

2. What is the goal of the game?

   To destroy monsters that have taken over the world.

3. Write a brief story of your game?

   Monsters have taken over the world we need your help to destroy
   them but we are not sure if you are ready

4. Which are the playing characters of this game?
   - Playing characters are the ones which respond to the user based on the input from the user
   - Cars, monkeys, dinosaurs, wizards etc, are the playing characters in the game.

Number	Character Name	What can this character do?
1	Mario	Punch hard
2	Yoshi	Can multiply
3	Waluigi	Jump really high
4	Sonic	Run at super speed
5	Kirby	Eat anything
6	Luigi	Kick fast
7	Wario	Duck quickly
8	Bowser	Shoots fire balls from mouth
9	Boo	Scare anyone and fly
10	King k. Rool	Chomps his mouth to attack
11	King Bob Omb	Explode when he wants to

5. Which are the Non Playing Characters of this game?
   - Non Playing characters are the ones which don't have an action or a behaviour 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	Power ups:	
2	Super speed	
3	Extra health	
4	Extra strength	
5	Rock	

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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

There are going to be multiple characters and there will be many advantages for the player but there will also be some disadvantage becasuse the player will have many power ups but the monsters are very strong and they would take 5 to 10 hits to kill you.