Game Design Document

Fill up the following document

1. Write the title of your project.

Kill the monsters

1. What is the goal of the game?

To kill all the monsters and survive

1. Write a brief story of your game.

The playing characters will have weapons to kill the monsters and if they survive and kill al the monsters then they will win.

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 | Player 1 | The player can kill the monster and can drive the vehicles. |
| 2 | Player 2 | The player can kill the monter also when it is sitting on the vehicle and player 1 is driving. |
| 3 | vehicles | the player 1 have to drive the vehicles. |
| 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 | 3 monsters | They will come to kill the players. |
| 2 | food | The food will increase player health. |
| 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?

When the player kills the monster there wil be a sound and when the monster kills the player there wil be a different sound and the text will come game lost.if the players kill all the monsters the text you win and reward image will come.