Game Design Document

Fill up the Following document

Aim It

1. **Write the title of your project.**

Aim It

1. **What is the goal of the game?**

The goal of the game is engaging the player to concentrate on the target and by that perspective, hit the darts! It will just not make it fun, but also help to increase concentration and focus on the goals of their life.

1. **Write a brief story of your game.**

I love to concentrate, that’s why I decided to make this game.

In my game, the player will be focusing on the target and aim to get

the highest score which is 200. They will hit, score and enjoy!

1. **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, dinos, wizards etc, are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Dart | Hits the target |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. **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 | Target | Has the goal |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

SCORE: 100

HIGHEST: 200

The game has a background and SCORE section. Also a HIGHEST score

section. More importantly, the main characters, the darts and target.

**How do you plan to make your game engaging?**

Adding animations and sounds to make it more fun.