Game Design Document

Fill up the following document

1. Write the title of your project.

Castle wars

1. What is the goal of the game?

To destroy other’s calstle and saving our’s

1. Write a brief story of your game.

There are two enemies having there castle front of each other.

They want to destroy each other’s castle and became the king of the palace. So to reach there goal they have to start a virgrous war. They decied to fight the battle from there castltherefore they will fight with cannon. Lets see how much destruction will be caused to this peaceful world

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 | Cannon1 | Fire cannon ball |
| 2 | cannon ball 1 | destruction |
| 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 | Cannon 2 | Random shoots at the castle wall |
| 2 | Cannon ball 2 | Destruction of the castle of playing character |
| 3 | Castle wall |  |
| 4 | Back ground |  |
| 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?

It make us stress free