Game Design Document

Fill up the following document

1. Write the title of your project.

Ans. Flappy bird

1. What is the goal of the game?

Ans. In my game the player is ‘flappy bird’ & he need to be safe from ‘obstacles’ & should not fall.

1. Write a brief story of your game.

Ans. In my game a sprite/player known as ‘flappy bird’ is present which

Can be moved using up arrow key. Also some obstacles are present which

Are stable. And the flappy bird should not touch those obstacles or

the player will die. The flappy bird can not win as this game is unending.

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Flappy bird | He can fly. |
| 2 | obstacles | If the player touches the obstacle he/she will die. |

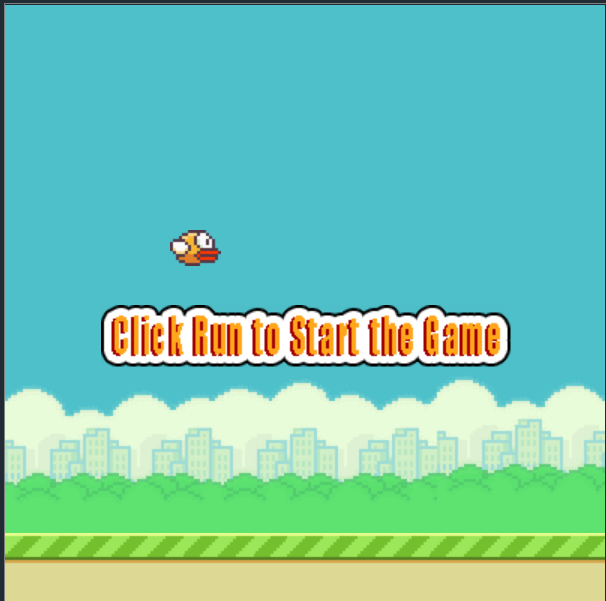
1. Which are the Non-Playing Characters of this game?

* 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.

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| Number | Character Name | What can this character do? |
| 1 | Flappy bird | Move using up arrow key & this is the main player. |
| 2 | Obstecles | Stops flappy bird to win the game. |

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.

Ans.

How do you plan to make your game engaging?

Ans. The characters, the theme & the task every thing in this game is able

to make this game engaging.