Game Design Document

Fill up the Following document

1. Write the title of your project.

Alien hunt

1. What is the goal of the game?

Find the aliens and capture them in your specialised laser gun.

1. Write a brief story of your game?

Here aliens come down on Earth from their UFOs and they are

trying to trouble Earthians and you are on a mission to rescue them

by finding and arresting the aliens.

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 | You | Can use your specialised gun to rescue eartians from aliens. |
| 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 | alien | Will be hiden |
| 2 | Trees |  |
| 3 | Houses |  |
| 4 | Night sky |  |
| 5 | Clouds |  |
| 6 | buildings |  |
| 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.

How do you plan to make your game engaging?