

Game Design Document
Fill up the Following document

1. Write the title of your project.

Spacewar

2. What is the goal of the game?

To get as the best score possible and trying not to die.

3. Write a brief story of your game?

There's a spaceship in space and objects coming at the ship and you have to dodge them. There's are some other objects that you can shoot to get points. You get points from shooting them or going far in the space.

4. 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	spaceship	Shoot lasers
2		
3		
4		
5		
6		
7		
8		

6. 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	asteroids	End the game
2	objects	Give points
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.

How do you plan to make your game engaging?

My adding good images and making it so there's action every second.

