Game Design Document

Fill up the following document

1. Write the title of your project.

Flappy bird

1. What is the goal of the game?

To go through all the pipe(obstacles).

1. Write a brief story of your game.

The bird will be able to fly upwards,and throught this function it has to

Go through all the pipes, the pipes will be up and down facing

Towards each other and small gap between them through which the

Bird has to go.

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 | Bird | Fly up and down |
| 2 |  |  |
| 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 | Pipes | Pipes can end the game if the bird touches them. |
| 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 the game scenes to show each of the playing and non-playing characters at least once.



A picture containing graphical user interface

Description automatically generated

How do you plan to make your game engaging?

I will add background, clouds, gameoverimage,startimage,pipe up and pipe down images and the blue bird image.