Game Design Document

Fill up the following document

1. Write the title of your project.

“Aeroplane Investigation”

1. What is the goal of the game?

To make the aeroplane land suceesfully.

1. Write a brief story of your game.

We have to save our aeroplane from getting crashed from other

Planes and have to get to the finishing point before the fuel gets over

And also you have three life line but after that if you crash you will lose the game and you also have to collect coins while playing.

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 | aeroplane | Can move 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 | Fuel tanks | It will fill up your fuel tank |
| 2 | coins | It will increse your score |
| 3 | helicopters | They are the obstacles |
| 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.

How do you plan to make your game engaging?