Game Design Document

Fill up the following document

1. Write the title of your project?

* The title of my projoect will be Habitat Loss and Poaching

1. What is the goal of the game?

* The goal of the game is to eliminate all the poachers, collect seeds, and be able to plant trees.

1. Write a brief story of your game.

Elephants are experiencing habnitat loss due to the growing population, and elephants are also poached a lot for their ivory tusks. You are a poacher hunter, and your job is to catch the poachers who are poaching the elephants.

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 | Alex | Move with the wasd keys  Can pick up seeds  Can shoot out signs that say: “THE LAW” |
| 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 | Poacher1 | Will “walk” around. Will be protecting the seeds |
| 2 | Poacher2 | Will “walk” around. Will be protecting the seeds |
| 3 | Poacher3 | Will “walk” around. Will be protecting the seeds |
| 4 | Poacher4 | Will “walk” around. Will be protecting the seeds |
| 5 | Seed | The seed cannot do anything on its own. It is used as a ranking system. |
| 6 | Dog | This will be an animation that the character sends out by pressing the ‘d’ key. |
| 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.
* I already started to create my game.

How do you plan to make your game engaging?

My plan to make my game engaging is to make sure that the poachers abilites can improve as the game goes on. That also means that the player can also improve his abilities too. After some levels, you will be tasked with making the elephants come into your zoo(where the seeds will have grown into trees which will have created a lot more trees).