1. Write the title of your project.

Luna's halloween

2. What is the goal of the game?

The goal of the game is to defeat the evil ghosts so that Luna can save the world.

3. Write a brief story of your game.

Luna, a magical cat has to battle an evil pumpkin with her magic wand. The evil pumpkin is sending out evil pumpkin monsters to take over the world. Luna must stop them!

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, dino's, wizards etc, are the playing characters in the game.

Number	Character Name	What can this character do?
1	Luna the cat	This character is the playing character which can use spells to defeat the pumpkin monster.

## 5. 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	Pumpkins	These characters can attack Luna and can decrease her lives.

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.
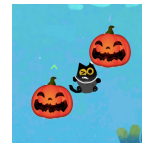
I plan to play my game on a computer or PC. I am using VS code to design my game on. This is how the game would look like. The PC is Luna and the NPC is the pumpkin.
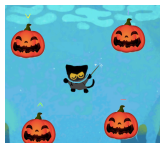
Doing magic   Destroy the evil   Getting hurt

How do you plan to make your game engaging?

I plan to make my game engaging by adding different levels into the game so that it can get harder for the player. I also plan on adding more powerful evil characters so that it is hard for the player to beat them but not impossible. This is the link to the game I am using my inspiration on.