Game Design Document

Fill up the Following document

1. Write the title of your project.
2. What is the goal of the game?

Fighting aliens and saving our home Earth

1. Write a brief story of your game?

There is a character who faces attacks of aliens then she flies to the space from the ground and fights the aliens and saves the planet.

First the character is on ground and theres nothing on the ground but only destroyed houses and jungles.Then she flies to the space.

1. 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 | Ann- A girl | Can fly, can attack with some blue flash effects, can cover distance |
| 2 | The aliens in the ufos | Can fly and can attack with red flash,  Stays stable at its place or can cover distance |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. 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 | Destroy your planet |
| 2 | Some stars and planets | Just for background |
| 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.

For me the game looks so beautiful my main character is dressed in long black cloak and she looks quite opposite of what she is trying to do, she looks so dangerous but she is trying to save the planet. And there is space black background with some faded view of stars and some planets.

And the rival is the UFO basically .

Both are fighting for their own goals.

How do you plan to make your game engaging?

As my game is a fighting game it will engage the player .

And we also have some asteroids as kind of enemies So we can also provide our main character some more power.

When the character would be on the ground there would be the sound effects of “save us, save us” kind of echos.

Then when the player is playing the aliens will say “you cant beat me” as text or sound, which will make the player to play it.

At last message will be there “you saved your home”