Game Design Document

Fill up the following document

1. Write the title of your project.

Kill the zombies

1. What is the goal of the game?

The goal of this game is that the hunter has to kill the zombies using bullet before they reach and kill him

1. Write a brief story of your game.

Jake was a man who liked to go on adventures and he was a professional hunter, once, he went on a sea voyage to find and hunt new speciews of animals but he found no new species and he then returned to his native place, but he then realised that the humanws were behaving weird. He landed on the island and saw that the humans were zombified, it was the start of the Zombie Apocalypse!!!  
 Now help Jake to find his way home and kill the intruding zombies on the way, will you?

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 | Hunter | Kill the zombies using bullets |
| 2 | Zombies | Kill the hunter by touching him or coming in close proximity of the hunter |
| 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 | Bullets | Kill the zombies |
| 2 | Lifes | Reduce when the zombies touch the hunter |
| 3 | Game Over | Display when the hunter dies |
| 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?

I plan to add a lot of zombies to make it challenging, but also add three lives to the hunter which will revive him once he dies.