Game Design Document

Fill up the following document

1. Write the title of your project.

Space Case

1. What is the goal of the game?

The goal of the game is to get to the moon and save the people stuck on the moon while not getting hit by any obstacles.

1. Write a brief story of your game.

In this story some astronauts go to the moon but their spaceship broke and they got stuck on the moon. The hero goes to the moon traveling in a rocket, without getting hit by any obstacles goes to the moon and saves the astronauts.

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 | spaceship | Can move left and right. |
| 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 | aliens | Get the hero out |
| 2 | background | Moves to make it seem like the spaceship is moving |
| 3 | fuels | Gives the spaceship more fuel |
| 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.

Graphical user interface, text, application

Description automatically generated

How do you plan to make your game engaging?

I plan to do this by making the levels harder and harder while playing the game. I also plan to give rewards to the player.