Game Design Document

Fill up the following document

1. Write the title of your project.

Flying Parachute.

1. What is the goal of the game?

It has to fly as high as possible without touching obstacles.

1. Write a brief story of your game.

The balloon is lost in sky . It is finding the route to it’s home

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 | Balloon | It can move left and right side |
| 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 | sting | It can burst the balloon |
| 2 | birds | It moves across the screen. It burst the balloon if it touches it. |
| 3 | meteors | It moves from top to bottom across the screen . It burst the balloon if it touches it. |
| 4 | Color Ball | Makes the ballon immune for some time. |
| 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?

1.Game adaptivity – increase the speed of the game as it progresses.

2. balance – obstacles are adding challenge to the game and color balls are making it easy for some time

3.scores and sounds