Game Design Document

Fill up the following document

1. Write the title of your project.

*Rocket Runner*

1. What is the goal of the game?

*So, in this game you have a rocket which is supposed to be piloted by you. Astroids would be flying right at you with selected time intervals. And you are supposed to dodge them as much as possible. There is a life system also. In this life system, there is a life which would shield you against the astroids in case you hit them.*

1. Write a brief story of your game.

*This is an infinte runner game which means that there would be no ending and you will have to play until you hit the astroid and die in the game. A scoring system would also be implemented and the scoring system is based upon how long you have been alive in the game. So you cane expect some high scores due to this.*

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | *Rocket* | *This is a rocket which is meant to be piloted by you.* |
| 2 | *N.A* | *N.A* |
| 3 | *N.A* | *N.A* |
| 4 | *N.A* | *N.A* |
| 5 | *N.A* | *N.A* |
| 6 | *N.A* | *N.A* |
| 7 | *N.A* | *N.A* |
| 8 | *N.A* | *N.A* |

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 | Asteroid | *It is an asteroid which is meant to be avoided any cost in the game* |
| 2 | *Life* | *The life object acts as a shield and protects you from the asteroid* |
| 3 | *Space* | *It is the background and the setting of the game* |
| 4 | *N.A* | *N.A* |
| 5 | *N.A* | *N.A* |
| 6 | *N.A* | *N.A* |
| 7 | *N.A* | *N.A* |
| 8 | *N.A* | *N.A* |

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 aim to provide a challenge to the player. Mainly in the given ways:*

*1. Asteroids: By asteroids I mean spawning more asteroids as the score gets higher in the game. This would pose a challenge to the player as he/she needs to avoid more asteroids.*

*2.Lifes: The life acts as a shield to the rocket if it hits an asteroid. But to balance the meta out, you would only be given 3 at the start of the game. But there would be lifes spawning in the game but it is very rare so don’t miss a chance to grab one*