Game Design Document

Fill up the following document

1. Write the title of your project.

* The Clasher Catapult

1. What is the goal of the game?

* The goal of the game is that the soldier will destroy the enimies coming from the opposite side

1. Write a brief story of your game.

* A soldier is attacking on its enimies and the enimies can throw stones on the the soldier whereas the soldier can throw stones as well as fireballs and it can also apply a barrier as a sheild and also can upgrade its castles durabiluty and when the enimies will be attacing the stones will be hitting the castle it will reduceing the durability of the castle and soon can be destroyed whereas the as the soldier will the enemy if it touches the enemy it will be killed

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 | The soldier | It can throw fireballs and sones it can also activate a nueclar bomb as well as activate a barrier for sheild |
| 2 | Enimies | It can only throw stones and the level and number of men would be as the score would increase |
| 3 |  |  |
|  |  |  |

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Stones soldier |  |
| 2 | barrier |  |
| 3 | Stone enemy |  |
| 4 | fireball |  |
| 5 | Nueclar bomb |  |
| 6 |  |  |

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.
* It is a scene of a battle ground where enimies and soldier is fighting where thed soldier hass many powers whereas the enemy has a advantage of bounce of stones

How do you plan to make your game engaging?

* The game will be engaging by putting a bounceoff function which will increase the chance of winning the enimies and make the game more interesting and faicnating