

Game Design Document

Fill the following pages

1. Title

- Blocking Arcade

2. Goal

- The goal of the game is for all four pieces to reach the middle square on the opposite side. The pieces can move up, down, left and right. However, they cannot jump over or kill any pieces. The first player to have all four pieces reach the opposite square wins.

3. Story

- None

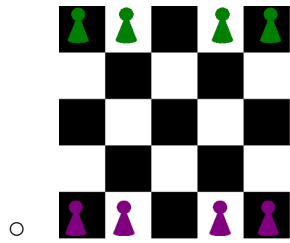
4. Player Characters

Number	Character Name	What can the character do?
1	GreenPiece1	Move up, down, left, or right. Block the opposite player's piece.
2	GreenPiece2	Move up, down, left, or right. Block the opposite player's piece.
3	GreenPiece3	Move up, down, left, or right. Block the opposite player's piece.
4	GreenPiece4	Move up, down, left, or right. Block the opposite player's piece.
5	PurplePiece1	Move up, down, left, or right. Block the opposite player's piece.
6	PurplePiece2	Move up, down, left, or right. Block the opposite player's piece.
7	PurplePiece3	Move up, down, left, or right. Block the opposite player's piece.
8	PurplePiece4	Move up, down, left, or right. Block the opposite player's piece.

5. Non-Playing Characters

- None

6. Imagination/what the game looks like



7. Engaging

- Add sounds with the movements and for the results of the game
- Add colourful pieces