Game Design Document

Fill up the Following document

1. Write the title of your project.

= Water Pollution

1. What is the goal of the game?

=save the water

1. Write a brief story of your game?

=In this story we want to save water because we can live without

food but no without water because our body is made 60% water

and the fish and plant will be not live and the tree is not there then we will not live that why we want to save water please don't waste water

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | people | It can throw the garbage in the water. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | garbage | That will throw by people |
| 2 | background | It will change the background with water pollution |
| 3 |  |  |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

=it is on the computer

How do you plan to make your game engaging?