

Game Design Document  
Fill up the following document

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1. Write the title of your project.

The Dragon Clash

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2. What is the goal of the game?

You have to win from the villain Dragon with the use of all the attacks.

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3. Write a brief story of your game.

There lived some really happy dragons on the planet DragoLand ,

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Until one day the dragons from a parallel universe had cracked a way

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To reach to them. And now they are trying to defeat us and rule the planet.

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4. 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	The hero dragon	It can use it's attack to defeat the opposite dragon
2	The villain dragon	It can also attack the opposite Dragon.
3		
4		
5		
6		
7		
8		

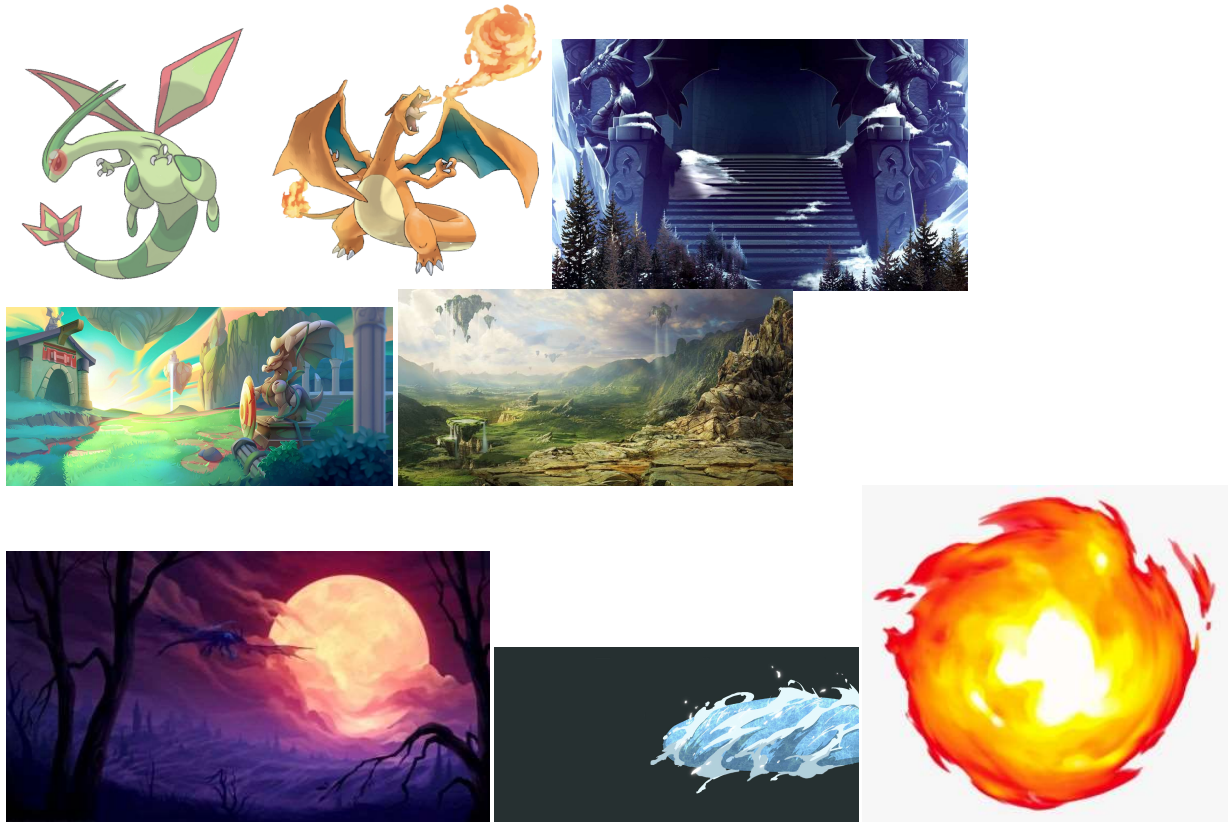
6. Which are the Non-Playing Characters of this game?

- 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	The background	It makes the game cooler.
2	The powers of the player	It helps in defeating the enemy.
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 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?

We are going to add really cool backgrouds and dragons. Alo add some exciting music and keep the game balanced.