# Game Design Document
## Fill up the following document

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1. Write the title of your project.

   Astroid Blaster.

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2. What is the goal of the game?

   You have to dodge the astroids and defeat the main spaceship.

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3. Write a brief story of your game.

   The Earth is in big trouble, the whole astroid belt is coming towards us. We have to save the planet and thus we do with the help of some more advanced civilizations of  aliens.

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 | spaceship | Defeat the villian and astroids |
| 2 | Villian spaceship | Can make you lose the game |
| 3 | Astroids | Player can die by touching it |
| 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 | Earth | |
| 2 | Humans | |
| 3 | Aliens | |
| 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.

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How do you plan to make your game engaging?
The game would be adaptive so that it can become harder and harder level by level, the astroids will come randomly as the game goes on..