Game Design Document

Fill up the following document

* 1. Write the title of your project.

Back to Earth

1. What is the goal of the game?

The goal of the game is to get back to Earth without getting blown up by aliens and avoid asteroids.

1. Write a brief story of your game.

An explorer got lost in interplanetary exploration mission and is far away from Earth, he must avoid aliens and asteroids possibly trying to eliminate the explorer.

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 | Human (Controls the Rocket) | Fly the Rocket |

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Aliens | Shoot lasers |
| 2 | Asteroids | Destroy the Rocket |

Draw your imagination of this game. What does this game look like?

[Drawing](https://docs.google.com/drawings/d/19LkF_PdrQpRhLdepp1ykMK27eCPZbRhWBeSwGr5DvTk/edit?usp=sharing)

How do you plan to make your game engaging?

I plan on making my game engaging by making the game not too easy to play and not too hard to play, I will also add graphics to make the game look visually appealing too.