Game Design Document

Fill up the following document

1. Write the title of your project.

The title of my project would be ‘Luna – Shoot it!’

1. What is the goal of the game?

To destroy the moons of various planets and fight the enemy.

1. Write a brief story of your game.

My game is a shooting game. There is a spacecraft in my game which would fire bullets to destroy the moons of planets and shoot the enemy of the game. The enemy is supposed to protect the moons and shoot back at the spacecraft.

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 | SpaceCraft | This character can shoot bullets and move according to the inputs from user. |
| 2 | Bullets | The bullets move according to the user. They get shot when the user wants them to and in the direction which user wishes. |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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.

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| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Moons | They can revolve around their respective planets. The user would get points if he/she destoys the moons. |
| 2 | Planets | The moons would revolve around these planets |
| 3 | Enemy | This character would protect the moons and attact the spacecraft or user. |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

How do you plan to make your game engaging?

I will make my game engaging by adding adaptivity to my game. There are certain levels in my game. There is an enemy which makes it interesting to play. There are only a limited number of bullets. I would take feedback from the players to help improve my game.