Game Design Document

Fill up the following document

1. Write the title of your project.

‘Zombie Apocolypse’

1. What is the goal of the game?

There are 5 kids saving the town from a zombie apocolypse

1. Write a brief story of your game.

A science experiment goes wrong and after a huge gas explosion, half the town turns into zombies and it is the duty of 5 16 year olds to save the town.

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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | sam | A kid saving the town |
| 2 | alex | A kid saving the town |
| 3 | Dylan | A kid saving the town |
| 4 | virgina | A kid saving the town |
| 5 | mellisa | A kid saving the town |
| 6 | Dr Stinson | Scientist whose experiment causes the apocolypse |
| 7 | zombies | Kill and turn other people into zombies |
| 8 | people | They turn into zombies after being touched by one |

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 | malls |  |
| 2 | houses |  |
| 3 | trees |  |
| 4 | nightlightes |  |
| 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?

There will be different levels and at the final level which is the 30th one, the kids who are trying to save the town have to kill the most powerful zombie and the main goal of the game is to make everything back to normal and save everyone at the end