Game Design Document

Fill up the Following document

1. Write the title of your project.

Superman Saves the day

1. What is the goal of the game?

To stop the thief

1. Write a brief story of your game?

Some thieves have broken into the house and superman has stop

Them from stealing things and save the day but superman has lost his power and he has only 5 min

If he dose not caught the thief the will run away.

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Super man | He can fly using cater pull |
| 2 | Thief | They are steeling thigs |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non Playing Characters of this game?

* Non Playing characters are the ones which don't have an action or a behaviour 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 | superman | pc |
| 2 | thief | npc |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

It is a reference of angry bird game. The superman fly using cater pull because he has lost his power but he still needs to save the house from getting robbed. there are thief in every bedroom and room he has to nock them off.

How do you plan to make your game engaging?

I am going to use visual studio and matter.js