Game Design Document

Fill up the following document

1. Write the title of your project.

Space wars

1. What is the goal of the game?

Kill the aliens and increase the score.

1. Write a brief story of your game.

Aliens come to kill the space shuttle so we should attack them with lasers.

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 | Space ship | Fire lasers |
| 2 |  |  |
| 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.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Alien1 | Attack the space ship |
| 2 | Alien2 | Attack the space ship |
| 3 | Alien3 | Attack the space ship |
| 4 | Alien4 | Attack the space ship |
| 5 | Alien5 | Attack the space ship |
| 6 | Alien6 | Attack the space ship |
| 7 | Alien7 | Attack the space ship |
| 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?

Increasing the score when the aliens are killed by the lasers.