

Game Design Document
Fill up the Following document

1. Write the title of your project.

Ultimate Survival

2. What is the goal of the game?

To avoid asteroids in space and not get hit by them

3. Write a brief story of your game?

A rocket has crashed and 2 astronauts are stuck in space, asteroids and other space objects are coming towards them. A back-up rocket is there and it can only carry one more person, so whoever survives the asteroids can go back home.

4. 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	<i>Player 1 - Astronaut(Name)</i>	<i>For 5 seconds it can become immortal</i>
2	<i>Player 2 - Astronaut(Name)</i>	<i>Can shoot the asteroids 3 times</i>

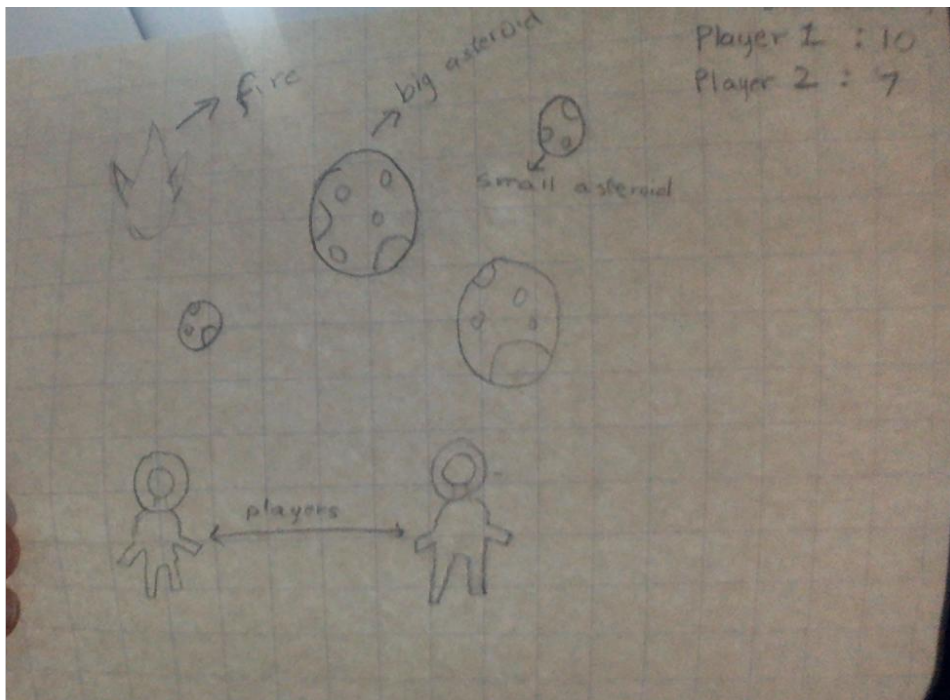
5. Which are the Non Playing Characters of this game?

- 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	Big asteroid	Hits players and does 2 damage
2	Small asteroid	Does 1 damage to players
3	Fire	Does 3 damage to players

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.



How do you plan to make your game engaging?

I have decided to make the game engaging by having the computer ask for the players name and when a player wins or dies a message must be displayed