Game Design Document

Fill up the Following document

1. Write the title of your project.

Bottle Flip

1. What is the goal of the game?

The Goal of the game is nothing, because it is infinite. It also

Improves the concentration of the mind

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Write a brief story of your game?

The game is based on a person’s routine like when he wakes up

He baths so bathroom instruments are used and as per the routine

Of the boy continues the objects go on. And the Bottle flips on the

Objects as I said.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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 | Bottle | It can flip and land on |
| 2 | ------- | Objects |
| 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 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 | Bucket | Move |
| 2 | Bathtub | Move |
| 3 | Studs | Move |
| 4 | Shoes | Move |
| 5 | Bat | Move |
| 6 | Soap Rack | Move |
| 7 | Helmet | Move |
| 8 | Etc……. | ………. |