Game Design Document

Fill up the Following document

1. Write the title of your project.

Tic Tac Toe

1. What is the goal of the game?

To get three boxes in a row either horizontally, etc

1. Write a brief story of your game?

Two shapes who are best friends have to fight in a war against each other because one of them went corrupt and tries to destroy the country.

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 | An X | The character can duplicate itself in other boxes |
| 2 | An O | The character can duplicate itself in other boxes |

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

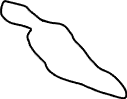
* Non Playing characters are the ones which don't have an action or a behaviour when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc are non playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | The grid | The grid is the background where you play on |
| 2 | Bomb | Loss -1 point |
| 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.



How do you plan to make your game engaging?

By adding 3 levels, which make the grid bigger, and adding a bomb so we could maintain the score

