Game Design Document

Fill up the following document

1. Write the title of your project.

Hot air balloon game

1. What is the goal of the game?

Get the hot air balloon to its destination without hitting any obstacles

1. Write a brief story of your game.

Rachel wants to get to the otherside of the city she lives in quickly. The roads in her city are often congested and there are many traffic jams. The only option she has left is to go in her friends hot air balloon. Will you help her fly it without crashing into any buildings, birds or lamposts ?

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 | Hot air balloon | Move up and down |
| 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 | buildings | Spawn continously |
| 2 | Lamp posts | Spawn randomly |
| 3 | birds | Fly towards hot air ballon |
| 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 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?

Make the game harder gradually

Gradually make more birds and buildings appear in a increasing speed