**Section 1: Executive summary**

**“Ballistic Odyssey: 2D Golf Adventure”** is a 2D Golf game made purely for interactive entertainment offering a fun and challenging experience. The main idea behind Ballistic Odyssey is centered around the concept of launching a ball towards a designated goal line while at the same time avoiding obstacles obstructing the ball’s path. The game will feature an immersive user interface which will let players easily navigate the game and choose their own customizable UI settings. In addition, Ballistic Odyssey will also implement progressive difficulty levels and a scoring system to determine the player’s skills and abilities. This scoring system will add depth to the game itself and the player’s experience as it will make him have a competitive spirit and encourage him to play more.

**Section 2:Project background**

We are in an era in which most video games are offered to people to only consume explicit content such as action, violence without actually gaining real knowledge. However, **“Ballistic Odyssey: 2D Golf Adventure”** will do the opposite by offering the player an experience in which the user will have to think with his brain in order to succeed in the game. With that said, this game will help develop the player’s critical thinking and decision making by thinking of making the right move.

**Section 3: Solutions and approach**

In order to provide a fun and immersive gaming experience for the user, the golf game will heavily focus on implementing many key features and mechanics to engage interaction and overall enjoyable gameplay .

**Such features and mechanics include the following:**

-Multiple levels (Increasing difficulty as levels go up)

-Engaging interactions (drag and release mechanism to launch the ball)

-Ball and Game Physics (Factors such as velocity, angles, and acceleration)

-Power ups (Making the ball faster, stronger, smaller, able to traverse a wall, ect..)

-Score system based on of acceptable number of attempts per level trying to bring the ball to the goal line (max of 5 attempts per level, some levels may need minimum 2 attempts.. if user exceeds 5 attempts, he has to restart the level)

-Includes Obstacles

1. Windmills: blades that are rotating (fixed in one place)
2. Teleporters
3. Moving obstacles (walls)
4. Certain walls that can be broken depending on velocity and force of the ball
5. Surface areas affecting the ball’s velocity (Ice, sand traps)

-Welcoming and easy to user interface

-Username choice

-Customizable ball color

-Theme mode (Light/dark)

-Access to old levels (new levels

**Section 4: Who Is This Application For?**

The Golf game will be designed for certain people/gamers who seek to have a fun and challenging experience. In fact, this app will be ideal for people who enjoy using their creativity and puzzle solving within a game. It will provide critical thinking for the user while at the same time letting him have an enjoyable experience.

**Section 5: Additional documents:**

**Section 6: Team members (Section 000002)**

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