

Game Proposal #3 – Water Balloon Boys

November 15, 2014

by Edward Thomas Garcia

Project Type and Tools

Water Balloon Boys is a 3d Action Game which takes place through different neighborhoods and environments. I will use Unity and C# to create the game.

Project Timeframe

Even after 2 other games, the hardest part of this project is defining how much time something will take. I still do not have a good grasp on this skill. I have been working with Unity the summer before I started the class, so there really should not be much learning going on. More implementation, so here's my timeline.

- Prototype Core Mechanic – 6 hours. I want this to be mobile friendly, so I would like easy controls, and I think I already know what I want to do.
- Prototype Gameplay – 10 hours. Create level 1.
- Prototype Graphics – 5 Hours. Although prototype style graphics, this is what will most likely be presented to the class. I should be able to get Level 1 Graphics within this time.
- Iterative Design – 10 Hours. Play Test. Fix. Play Test. Iterative design has already been happening, but I would like to spend 10 hours after Level 1 to enhance the gameplay.
- Stretch Goals – 20 Hours. Continuing iterative design I would like to create Levels 2 – 5.
- Total – 31 Hours (Level 1) to 51 Hours (with Stretch Goals).

Description

Water Balloon Boys is an action game where the player plays as a kid who throws water balloons. Think angry birds, but top down view with moving catapult (the kid). Something I learned that was lacking from my previous games is that the tutorial should also be an experience for the user. It should not just be a tutorial, but an event the player wants to engage in (ie include elements of a story as they are playing through the tutorial).

The game will be bird-eye's view, where the player can either move or throw a balloon. After the tutorial, the player will throw balloons at other balloon-wielding kids in the neighborhood. The goal is to defeat all instances of other kids.

If I am only able to get level 1 completed, the player will basically repeat the level, and it will get harder each time. If I can get through some of my stretch goals, the player will be fighting through different environments or neighborhoods like the playground, school grounds, etc.