Game Proposal #3 – Water Balloon Boys November 15, 2014  
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## 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.