Design of My Game…

**Cycling Adventure**

1: Story:

There is a kid(Dave) in my society whose hobby is to go cycling after bunch of weeks he kept on lingering on his parent’s to buy him a cycle and finally they bought one, Dave was so happy, very next moment he started to go cycling in his ground and within few days he was perfect in cycling.

There are two things in his way: 1) there is an aired balloon which can refill his tyre and a stone which almost look like an aired balloon which can harm his tyre. Whenever he collects the balloon points keep on rising and when his tyre touches the stone the points reduces and also the density of air in the tyre reduce. On every achievement of 100 points his cycle keeps upgrading example (he started cycling from three tyres, every 100 points achievement will make Dave’s cycle upgrade such as from 3 tyre to 2 tyre, from 2 type small version to larger then adding fancy mirrors, headlight, gears and etc). and in above levels cycle will convert into motor cycle but when he is going to do cycling on two tyre the place should also be upgrade from ground to road accordingly and it will also keep upgrading simultaneously, from rough road, muddy road to highway and mountain on obtaining huge amount of points, After up-gradation when he goes to do cycling on mountain, highway and etc. his opponents are harming him with Kicks, throwing spikes on him to downgrade Dave, because of his great achievement and skills, After every interval of collective 200 points the velocity of aired balloon and the obstacles should keep increasing including enemies and task should keep going tougher whenever Dave hits or harm his opponent, opponent should downgrade, After several levels there should be option to change weather for better graphic or ambient.

2: Characters –

Playing Character:

* Dave
* 3 Opponents

Non Playing Character:

* Buildings
* Lamp post
* Cops wandering

3. Goal:

To collect all the balloons without being hit by the obstacles or enemy

4: Rules:

1) If the stone or the spikes or enemy kicks or hit you and you fall down chance will decrease

2) The player should drive his cycle or motor cycle in his proper manner if he is driving in reckless the points will decrease.

3) The player should not hurt by anybody to lose his chance to stumble onto next level.

5. Balance

6. Adaptive:

After several gap of 200 points the velocity of the stone, balloon, enemy population should increase by 5%.

7. Skill:

* Collect balloons
* Cycle upgrade
* Harming skills
* Defend obstacles
* Be attentive

8. Chance:

When the player is hit by opponent or by the stone the chance should decrease.

9. Feedback:

Whenever the player collects the balloon reaches the upgradation limit play a motivate sound, when he reaches the 1000 point he will get a gift.

And when the player hits the stone or hit by the enemy play bad sound