Game Design Document

Fill up the following document

1. Write the title of your project.

Hot Air Balloon

1. What is the goal of the game?

We are not supposed to touch any of the birds

1. Write a brief story of your game.

We are travelling on the air balloon and we should safely land without touching any of the buildings, birds, street lights, trees

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 | Balloon | We can control it using the arrow keys |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

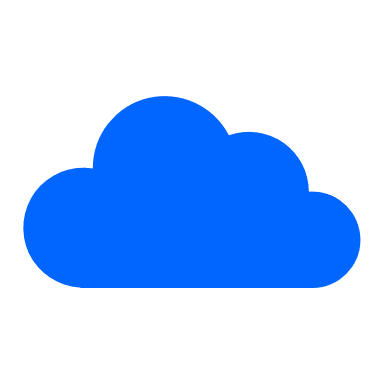
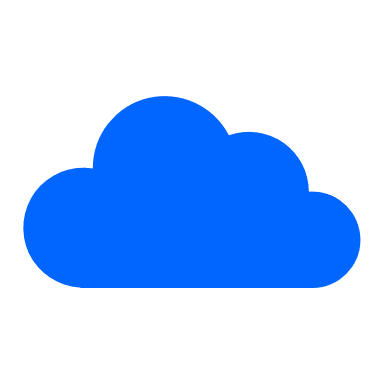
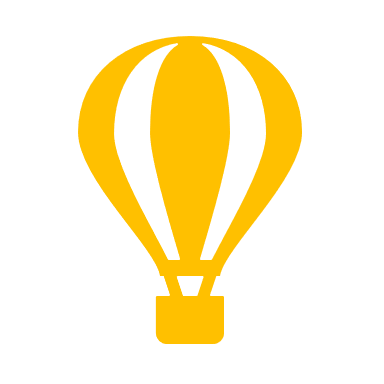
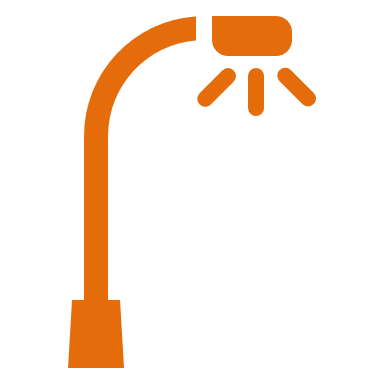
1. Which are the Non-Playing Characters of this game?

* 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 | Bird | Fly |
| 2 | Buildings | Moving |
| 3 | Tree | Moving |
| 4 | Clouds | Moving |
| 5 | Street Light | Moving |
| 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?

When the score is getting increased, the speed of the game will also increase.