Game Design Document

Fill up the following document

1. Write the title of your project.

Hot Air Balloon Game

1. What is the goal of the game?

For the Hot air balloon to reach the finish line without colliding into the obstacles.

1. Write a brief story of your game.

The hot air balloon will move according to the arrow key which is pressed.

The balloon has to avoid all the obstacles such as buildings, lamp posts, birds etc.

If the balloon hits one of these obstacles the player will loose lives. If life becomes 0 then game will end.

If the player reaches the finish line without touching the obstacles it will show a pop up message that the player has won.

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 | The balloon is the only PC. It can move accordint to the arrow key pressed. |
| 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 | Birds | When the player collides with this obstacle, they will loose points. This NPC can move according but its not controlled by player. |
| 2 | buildings | When the player collides with this obstacle, they will loose points. |
| 3 | trees | When the player collides with this obstacle, they will loose points. |
| 4 | Lamp Posts | When the player collides with this obstacle, they will loose points. |
| 5 |  |  |
| 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.

The game has a Hot air balloon and obstacles such as trees, bulidings, birds etc. There is also a Background for this game which is basically the sky during the day. The obstacles are cloured and the ballon moves according to player commands.

How do you plan to make your game engaging?

If the player succeds to finish the game it will move up to the next level. I plan to add more levels and also increase the speed of the balloon and add more obstacles so the game is more challenging.