Game Design Document

Fill up the following document

• Write the title of your project.

Hot Air Balloon Game

• What is the goal of the game?

To get to the finish line

• Write a brief story of your game.

You are a hot air balloon operator, that has to fly one today for a festival. But things suddenly get out of hand when buildings and birds start to get in the way.

• Which are the playing characters of this game?

You vs the birds and the buildings in the city

• Playing characters are the ones who respond to the user based on the input from the user.

You the balloon operator

• Cars, monkeys, dinos, wizards, etc., are the playing characters in the game.

Birds, Debris, and you as the balloon operator.

Number

Character Name

What can this character do?

1

You as the balloon operator can move the balloon up and down to avoid the debris and objects

2

Birds, and debris, can prevent you from getting to the finish line by hitting the balloon and slowing you down while also damaging you

3

Buildings are stationary and will prevent you from getting to the end by limiting the distance you can move (kind of like flappy bird)

4

5

6

7

8

•

• 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

2

3

4

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.

How do you plan to make your game engaging?