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?

You have to navigate your hot air balloon

1. Write a brief story of your game?

You are in a hot air balloon. You have to keep going upward. You have to navigate your way. You can’t touch any of the obstacles or the game will end.

1. Which are the playing characters of this game?

* Playing characters are the ones which 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 | Hot air balloon | It moves when commanded. |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

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

* Non Playing characters are the ones which don't have an action or a behaviour 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 | Balloons | It is an obstacle |
| 2 | Birds | It is an obstacle |
| 3 | Plane | It is an obstacle |
| 4 | Oxygen tank | So that the player survives |
| 5 | Boosts | To make the player go faster |
| 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 scenes of the game to show each of the playing and non-playing characters at least once.

How do you plan to make your game engaging?

The players will be constantly moving their player as they will have to dodge all the objects that come in their way. And to make the game more engaging the players can to collect boosts to go faster for a few seconds.

As the go up they will also have to collect oxygen tanks because as they go higher the oxygen level decreases. If they don’t collect them or they touch an obstacle the game will end.