

Web Design - HTTP 5121

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Idea: Balloon Pop Game

The idea is to create a fun, interactive balloon pop game where balloons float upward from the bottom of the screen. Mobile or tablet users will directly click on the balloons to pop them and earn points while desktop use will use the mouse to click..

How the Page Will Look and Function

Page Layout:

1. **Header:**
 - Title: Balloon Pop Challenge with animated text effect
 2. **Game Area:**
 - A defined section where the game happens.
 - The background will feature a gradient resembling the sky, transitioning from light blue (day) to dark blue (night).
 3. **Balloon Animations:**
 - Balloons of various colors float from the bottom to the top at random speeds and positions.
 - Keyframe animations will be used to create smooth upward motion.
 4. **Score and Time Display:**
 - Fixed at the top-right corner, showing the user's score dynamically alongside the time left.
 5. **Instructions:**
 - A small box with the game rules on the left side, fading into view using a CSS transition.
 6. **Footer:**
 - A button to reset the game.
 7. **Time-up Page:**
 - This page will handle when the time allocated for the game is up.
 - It will display a time-up message and the final score
 - A restart button
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Animations

1. **Balloon Movement:**
 - **CSS Keyframes:**
 - @keyframes float to animate balloons moving from bottom to top.
 - Add slight wobble effects using transform properties like rotate or scale.
2. **Pop Effect:**
 - On click, the balloon scales up slightly, fades, and then disappears with a popping sound (using CSS and a small snippet of JS for sound).
3. **Hover Effects:**
 - Balloons jiggle or slightly expand when hovered over to indicate interactivity.
4. **Background Transition:**
 - The background transitions subtly from light blue to darker blue every 10 seconds to simulate day-to-night.
5. **Score Update:**
 - The score box grows briefly with a color change when the user earns points.