**Balloon Adventures??**

The title is still under discussion

*Gameplay Overview*

**Description:** In this side-scroller, the player will play as a student with the hobby of collecting balloons. Some event pulls the player away from their day-to-day life of going to school and takes them on an adventure where they have to get back what is lost and use their balloons to help them on their quest. These balloons are not just the classic, boring rubber ones we’re used to, but instead filled with different powers like fire, lightning and water. The player will fight through the different mobs on their quest using their balloons to try and win.

**Win condition:** You get back whatever belonging or person that is taken by the enemy

**Lose condition:** You lose all 3 lives before reaching the end.

*Controls*

* **Left Arrow**: moves player left
* **Right Arrow**: moves player right
* **Up Arrow**: player jumps
* **Down Arrow**: player crouches
* **Start**: pauses game and takes player to pause menu where game can be restarted or return to main menu
* **Left Shoulder**: switch between balloon types
* **Right Shoulder**: switch between balloon types
* **A button**: The balloon that is selected will be released
* **B button**: The player taunts
* **Select**: Activates the cheat

*Audio*

**Menu music**: Something with a Stardew Valley vibe to it

**Game music**: Some soundtrack that inspires curiosity, like in Interstellar

**Pause Music**: Lo-fi Hip-hop

**Releasing Balloon**: ‘bloop’ noise and then another balloon inflating

**Hitting mob**: Minecraft mob damage sound or something similar

**Taking Damage**: Minecraft player damage sound or something similar

**Taunt Noise**: A childish fart sound that annoys

*Gameplay Details*

**Releasing Balloons**: The player has 3 different balloons they can use in finite amounts. In the top right corner. It will show the different types and the amount.

**Taunting enemy mobs**: The player will have the ability to taunt the enemies so that they chase after them and forces the mobs to get hit by the balloons and suffer damage.

**Jumping or crouching to dodge enemy attacks**: A mob that is bigger and throws rocks higher up would allow the player to crouch and dodge the attack. A short mob might throw a rock at the player’s ankles so the player could jump and dodge those attacks.

**Mobs moving around on their own and randomly attack the player**: I would like mobs to behave independently and random within their behavior instead of hardcoding the order in which they do everything.

*Illustration*

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