**Arcade Game Design Document – EECS 494**

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**Title**: Balloon Room

**High Concept**: You want to keep balloons from popping.

**Description of Game**:

The player is a child. Balloons fall from the ceiling. If the balloons touch the floor, they will pop. The player wants to save as many balloons as possible, while getting as many points as possible. After enough points are accumulated, the balloons will receive instant helium, which will cause the balloons to permanently remain in the air. If time runs out, the balloons will all pop and the player will lose. It is a simple game, somewhat like a ball-and-paddle game, with the child as the paddle and the balloons as balls.

The player is also trying to get as many points as possible by bouncing balloons in the air. The player decides when to release more balloons. When a balloon falls, the player has to bounce it back up, timing your hits correctly. This will give you points. If a balloon touches the ground, it will pop, and the player will lose points. If all the balloons pop, the player will lose. The player will win if they have at least one balloon remaining in the air when the instant helium gun is used.

Since the player chooses when to release a balloon, they need to strategize when the best time to release a balloon will be. There is a multiplier such that the more balloons in the air at once, the more points the player can get for hitting one balloon. But, having more balloons in the air increases risk because if a balloon pops on the floor, their score will drop by one quarter. So, the player needs to decide how many balloons they think they can handle at once.

The player uses the keyboard, possibly controller in later versions, to move left and right on the screen and bounce balloons into the air. One button controls releasing balloons. In later versions, there may be a dash button to make the player move faster, but it will have a timer so that you have to strategically use it.

Balloons will bounce off of each other and the walls. If a balloon touches the player’s head, the balloon will continue to fall unless the player presses a button to bounce it back up. When they bounce it back up, the balloon will move in a direction corresponding to where the player touched it. If the player bounces a balloon into another balloon while it is moving upward, the player will earn extra points. Balloons reaching the floor will pop.

To make it more fun, I would like to add water balloons. If a player gets hit with a water balloon, they will get stopped for a second. If they run over an area that has water on it, they will slip on it. Spiked objects are another thing I would like to add. If a balloon touches a spiked platform, it will pop. I would like to add more flashy animations and sounds, since that always helps players know that they’ve done something.