Balloon Room is awesome. At first, it can be a little hard to control the balloons, but the more you get used to it, the easier it is control which direction the balloons will go when you hit them. A lot of time was spent on making the physics realistic and a little exaggerated. Smaller balloons will move faster than larger balloons because of air resistance. Smaller balloons will earn more points. When you are moving into a balloon while bouncing it in the air, it will tend to go in the direction that you are moving. This gives players more control of where balloons will end up.

Players will have to think before they release balloons. If a balloon hits the floor, it will decrease their score by one-fourth. Plus, if they lose all their balloons they will lose. But, in order to get a high score, players need to take advantage of the multiplier. The more balloons that are out, the more points bounces are worth. So, players have to decide how many they think they can handle and play accordingly.

Since bouncing balloons into other balloons is the best way to get points, players will eventually get to the point where they will strategize and stack the balloons on top of each other. It isn’t really easy to stack balloons, so this stacking acts as positive feedback. Achieving the stack makes it easier to bounce balloons into each other, which makes it easier to gain points. But, relying on this strategy too much would be bad. So, on the 6th level, I added wind, so that they could no longer completely rely on that strategy, and they would have to change. Wind was a form of negative feedback I added to make it harder to get a higher score.

Different levels allow for different difficulty levels. Each level is progressively harder than the last in some way. But, masters can still go back to the early levels and earn higher scores on them. I have added multiplayer. This lets two players bounce balloons together, trying to achieve the highest score they can get. Sounds of bouncing and popping (both recorded by me) add excitement to the gameplay. The images that render when two balloons bounce add even more excitement. Showing the score when you bounce is important feedback for the player.