Title: Ball Picker

Game Design Concept:

ABSTRACT

The Internet has revolutionized communication among companies and clients. New Possibilities for global collaboration among companies on a project basis are possible with Virtual enterprises. Virtual enterprises enable new ways of collaboration with clients and their Participation in creative and inventive activities of individual products. Furthermore project Work with clients allows tight bonds to them and goes beyond traditional forms of customer Relationship management.

In this paper we start with an overview of some basic concepts. We then present our approach of Game development project title Ball picker which comprises of four basic concept:

- Drop (an apple image falling like ball)

Drop indicate an apple image falling like balls for the catcher(the boy head) to eat.

- Bomb (the lion head falling as the danger)

Bomb indicates a falling Lion head falling with the balls as the danger of the game to stop the catcher (boy head) for eating the apple. And when the lion head collide with the boy head "you lost".

- Catcher (a boy head eating the falling apple)

The catcher is the boy head image to catch 100 apples in 70s to win the game.

- Timer(which set for 70s to eat 100 apple □ if not 100 apple then failed)

The timer is set for 70s for the boy head to catch 100 apples ball in.