**Bubble Pop**

The players objective is to pop a bubble by tapping the screen if they are on a touch screen phone, or if they are on a computer by clicking on the bubble with their mouse pointer. The colour bubble will be randomly chosen for the player. The player will loose when their colour bubble reaches the top of the screen or if the player pops a wrong colour bubble. Each level will last 60 seconds at the end of which they will receive a bonus round to receive extra points.

The longer the game goes on, the faster the bubbles will move up the screen, and the more bubbles of their chosen colour will appear on the screen. The colour is chosen at random with every game so the player will not get used to one colour which will then make the game harder.

After the player completes a level they will be given a bonus round. In the bonus round the player must pop bubbles on the screen for extra points. At this point the bubbles will be static. The bubble that the user must pop will light up. The more they pop the more score will be added. The bubbles that light up will be timed and if the users don’t pop the bubble in time the bubble will then change its colour to black. User is unable to pop a black bubble. The more levels the user completes the less time the bubbles will be lit up.

After the player pops 10 bubbles a gold bubble will go up the screen. This bubble will be worth more points but will be harder to pop as it will be travelling a lot faster then the rest of the bubbles, which then if the user misses and pops a wrong colour bubble its game over. As well as the player may concentrate more on the gold bubble and miss one of their colours.

There will be a thin white bar at the top of the screen which will start flashing red when the players bubble is getting too close.

There will be instructions added but I am trying to create a game which is self tought. Through out first few levels the user will have enough time to work out for their self what is required to further their self through out the levels.

The reason I created levels and not just an ongoing game is so the user has a chance to earn extra points which will make the game more exciting. And so the user has time to recuperate. At the end of each bonus level the user will have an option to save their progress so the next time they go on to the game they will have a chance to carry on from where they last left off. This option will be perfect for the casual busy user.