Planning Document for Air balloon lander
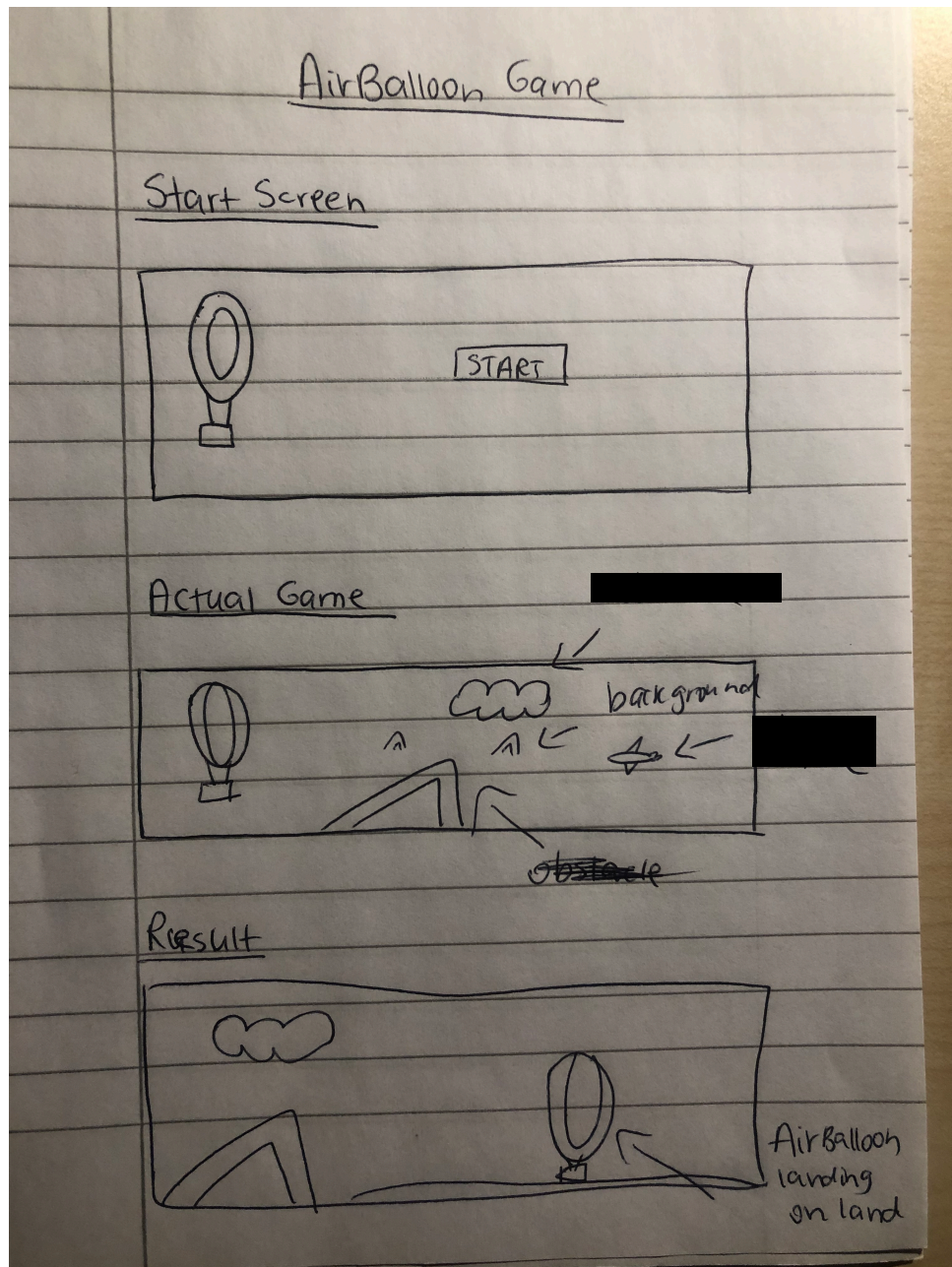

I wanted to create a different kind of lunar lander so I've decided to go with an air balloon.

. I first started by sketching the concept of the game in very simple form giving the basic idea.
. I wanted a simple air balloon made out of ellipses, lines and a rectangle.
. For a nice background, I wanted to create a relaxing ambience, setting the time as sunset. I have created the gradient using multiple rectangles following the same colours in different opacity.

. I was not fully happy with it, so I wanted more to the background by adding multiple clouds and a few mountains to show that the air balloon may be high in the sky.

. The concept of the game is to control the air balloon and its velocity while pressing down the space key and moving it back and forth with the left and right keyboard making it easy for every user.
. I think create a small hill and the bottom right corner as my landing area.
. I have made to if you land fast or miss the landing spot, you have lost will have to retry.
. In order to be able to win, you will have to land slowly and precisely on the landing area.
. Although I wanted to have the planes be obstacles using collisions in if statements, I found it difficult and more time consuming therefore did not add it.
. I would like to add them later.