

Game theme: A balloon that falls and pops

Character:

- A balloon
- Background details: Clouds + sun
- Able to move up and down

States:

- Four different states, start, game, lost and won
- Be able to move between the different states
- All of them should be fully functionable
- All of them should look good and fit with my theme

Buttons:

- Buttons that are functionable between all states

Mechanics:

- Balloon should start from one point
- When it reaches the bottom point with a high velocity speed you die
- If you reach the bottom point with a low velocity speed you win

4 November - Making the character

5 November - Finished character

7 November - Make my character move

9 November - Make a button

15 November - Making my screens so they function

18 November - Added all my screens with details (text + clouds)

18 - 19 November - Adding and fixing my game mechanics