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New Media Design

Hot air balloon landing in the dessert- Game plan

What is the game about?

The goal of the game is to land a Hot Air Balloon in the dessert without it crashing, which means that the landing needs to be smooth.

The scenery will be a blue sky with some clouds and the dessert will be brown. There will be some pyramids as well, mostly to show some height differences and make the game more visually pleasing.

Step-by-step how I plan to make my hot air balloon landing game:

1. Paste my "Make my character move" code into the file for the game and starting of by making the spacekey control the thrust of the character.
2. Add a nice environment to the game screen so that it is visually appealing.
3. Make a visually appealing start screen of the game.
4. Make a visually appealing result screen of the game.
5. Make it all interactive, so that all the screens are connected.

Screens:

- Start Screen.
- Game Screen.
- Result Screen "You Win!"
- Result Screen "You Lose!"