Sri Lanka Institute of Information Technology

BSc in Information Technology (Specialization in Interactive Media)

*Game Design Document*

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*Game Design*

**Introduction**

“Balloons” is a simple game developed for the Game Technology module. The game is to create words by shooting balloons with letters. The player has to aim at floating balloons and shoot according to the alphabetical order of the provided word. The score will be increase after completing each word. The chances to replay the game will reduce when player fails to create a given word.

**Summary**

This is a word creating game. The letters of words coming down with balloons. There is person who can shoot to the balloons and get the letters out from the balloon. Then he can create the word by collecting letters which ask to find.

**Gameplay**

The goal of the game is create the word which ask to find. Obstacles are balloons with wrong letters.

*Technical*

**Screens**

1. Title Screen

Start Game, How to Play,

2. Game

3. Assessment / Next Level

4. End Credits

**Controls**

* Up arrow key
* Down arrow key
* Space bar

The up and down arrow keys are used to move the shooter up and down respectively in order to get the target at balloons. The space bar is used shoot the balloons.

*Level Design*

**Themes**

1.sky

a.mood

active

b. Objects

Balloons

penguin

**Game Flow**

1. A word display to the player.
2. Balloons are coming down.
3. Player starts to shoot.
4. Player can move up and down.
5. Player shoots to the balloon and break the balloon.
6. Letters come out from the balloon and collect to make the word.
7. After making the word, player wins.

*Development*

Work in progress.

*Graphics*

**Style Attributes**

The general theme of the game is sky, light blue color with some clouds. It is very simple and colorful. 2D cartoony style is used. The light colors with simple 2D graphics will help player to keep concentration on the game and will not bored the player while playing.

*Sounds/Music*

## Style Attributes

Simple and clam background music is used and player is given the chance to stop and play the music. By default the background music will be played.