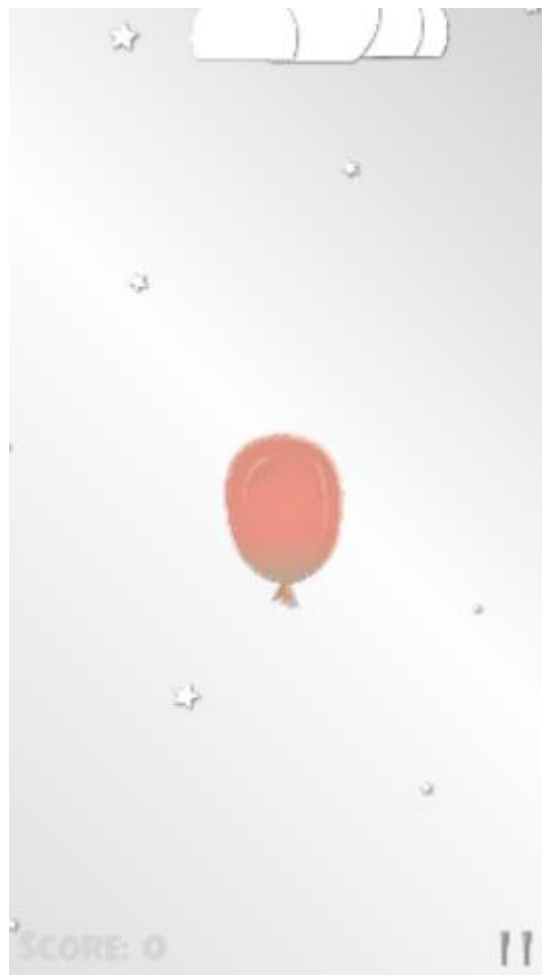


"BALLOON"

A Vertical "Jumping" Game.

"Game Feel" theory describes the way players of games expect and predict a game object or character to behave. When objects react or move in a way we expect them to, it gives a satisfactory feeling – the good game feel. Designing an object to behave like you want it to is not enough, if you want to create a better game. The object has to be designed in the way your players will want them to behave. Thus, in prototyping the game "Balloon", we attempted to early on ascribe meaning and behavioral expectations to a balloon-object.

One player clicks with the mouse (or taps with finger on smartphone) to bounce the balloon ever upwards in a fever dream-like night sky, where paper planes and rockets must be carefully navigated around. You receive points for every click or tap. If the balloon is hit, it will fly off in the distance, but you get to try again and again, for as long as you like.



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