جامعــة نيويورك أبوظـبي

NYU | ABU DHABI

Balloonland

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1. INTRODUCTION

Nowadays, children are surrounded by the rapid development of the newest technologies. In a world where almost every household has some type of smart devices, it is simply unavoidable for children not to spend some time playing games. Having said that, we created Balloonland - a simple, interactive game for children. Our game has 2 players, a boy and a girl, and their targets are balloons in 2 colors, red and blue. Their task is to pop as many balloons as possible, which stimulates children's competitive spirit.

2. GOAL OF THE PROJECT

The main purpose of our project is to engage interaction between children in a fun and interesting way. We believe we reached this by including 2 players and simple targets, such as balloons. The children will be engaged to play with at least one more child. The game that we created specifically targets children aged 3-11, thus we wanted to keep its graphics and interface simple. By having a simple background, including grass and trees, and simple targets as balloons, children will be able to easily undrestand the game and its purpose. It is easily comprehensible for all children in this age range.

3. CONCLUSION

To sum up, our project stimulates interaction between kids, while having fun. Our primary focus was to develop a less complex game, which at the same time is engaging for children of age 3-11, and we reached this by building a simple interface.

Balloonland's Main Menu

Once the game starts, this is the first screen shown to the user

The only rule of this game is that the girl can only pop the red balloons and the boy can only pop the blue ones.

There is a counter which tracks how many balloons each player has popped

Once one of the players pops his/her balloons, the game ends

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