

# Basketball Bounce

## Design Document

Basketball Bounce is a game in which a player navigates a bouncing basketball between basketball hoops that extend from the ceiling and floor of a basketball arena. The player will be faced with the challenge of hoops with differing heights and trying to avoid touching the hoops, the ceiling, and the floor. The player must continue to bounce the basketball with the space bar in between the hoop obstacles. The hoops' location/distance will be randomly generated for each occurrence.

There is no ultimate victory condition in this game - the goal is to see how long the user is able to remain alive. The highest score will be saved each time, so the user can try to beat his or her high score each time.

The player will be using the spacebar to bounce the basketball and the mouse to navigate the menus and GUI.

The game will have two levels - easy and hard. The easy will have slower moving hoops and they will be further apart from each other. The hard mode will have the hoops closer together and will have a quicker pace.

There is no persistent story throughout the game. Instead, the game will focus solely on gameplay and performance.

People will want to play Basketball Bounce because it is not too difficult while not too easy. It can be picked up at any time to be played, making it very mobile. Also, the simplicity will make it so people of all ages will be able to play the game. Basketball Bounce will be a game where people can compete against themselves or against their friends and family. It is simple, competitive, and fun!