HELICOPTER GAME
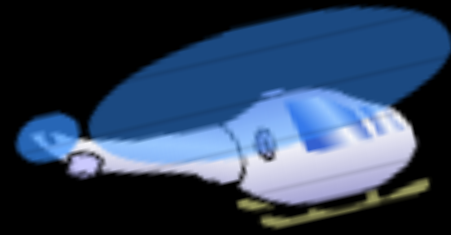
Game Design Summary

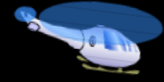IMS 212

By: Emily Haag

THE "HELICOPTER GAME"
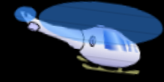

http://www.helicoptergame.net/

COMPETITION ELEMENTS

- Players must avoid walls or it will result in a crash, ending the game

- Players must master the "clicking touch" to survive the longest flight

- Players must be attentive and one their toes

RULES

- Player must click to move their helicopter up and release to move down
- Player can not hit walls as they are flying

- Situation: to achieve your personal best score (or competitors score) by staying in flight as long as possible
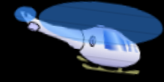
IMPLEMENTS
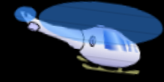
- Helicopter avatar

- Continuous game play

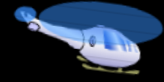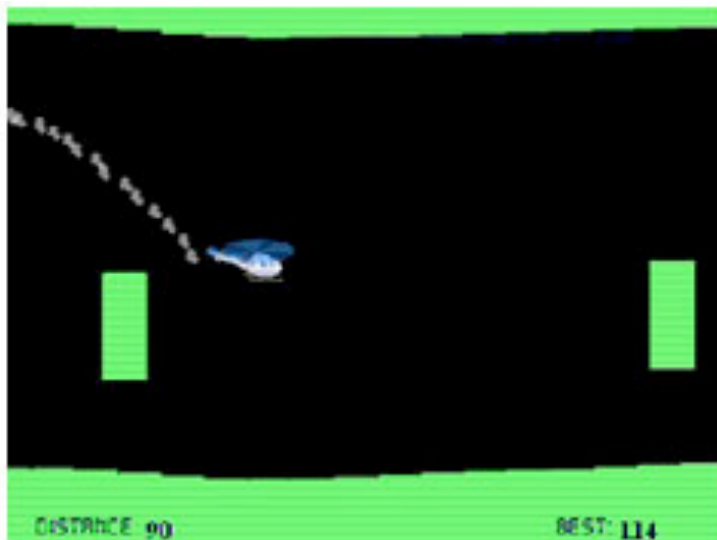- Game uses mouse/ mouse pad + finger to play
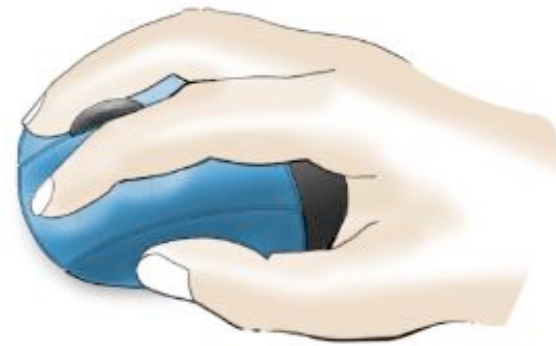
TERRITORY

- Floor and ceiling rise and fall as to depict helicopter moving up and down

- Floating walls move left to right to depict forward motion of helicopter
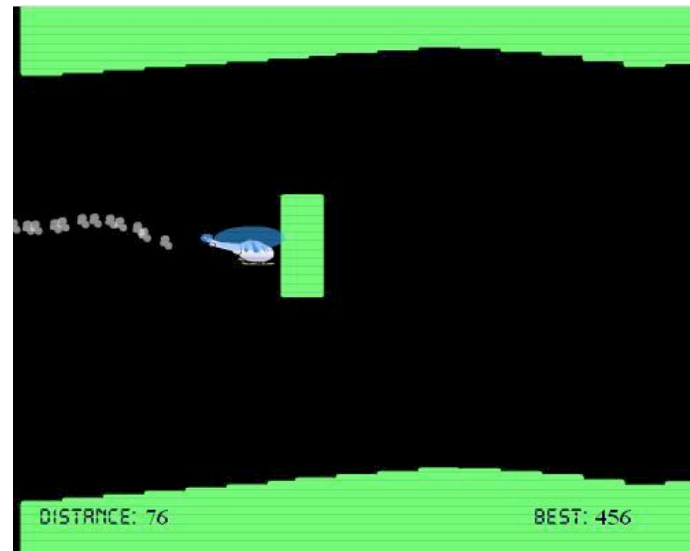
- Linear game play

INVENTORY

- Player increases score as helicopter stays in flight
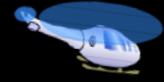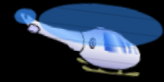

Yes

No

NOTEWORTHY

- Classic online arcade game
- Rated one of the most addicting games of all time
- One of most popular flash games ever invented
- Sequels
  - Sky Chopper: competitive game play
  - Bump Copter: increasing levels

FROM THE READING

- Evidence of _____ Chen, in that accomplishing things that you didn't think you could, along with a great deal of pleasure.

- Make things too ____ and player gets bored and_____. Make things too ____ and they _____ because they get frustrated.

- Example of an 'adaptive' & 'win state' games

QUESTIONS?
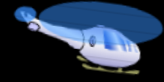
Yes, this is a Great Way to:
Pass the time
Procrastinate
Sit through your class
Pretend your listening to someone…..