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Final Project Part 1 Write-Up

1. What is the nature of the gameplay? That is, what challenges will the player
face? What actions will the player take to overcome those challenges?

- The nature of the gameplay is that you control a small bar with your mouse, similar to the game "Pong," to juggle a small ball around obstacles, avoiding collisions and keeping your health up. The bar you control, depending on the angle and speed at which you move it, sends the ball in different directions and speed. The obstacle can be from the top or bottom of the screen and you must carefully maneuver around each obstacle. The ball has a small heath bar that will deplete if you hit an obstacle. You gain a point for every set of obstacles you overcome. Your goal is to see how far you can go and how high a score you can get before losing your health.
- The challenge would be to precisely hit the ball in a way that it won't hit an obstacle. They would also struggle with an increasing speed at which the obstacles appear the longer the game lasts.
- The actions to overcome them would be accurately moving the base to juggle the ball.

2. What is the victory condition for the game? What is the player trying to
achieve?

- There is theoretically no victory condition (like Pac-Man) but instead the player is trying to earn the highest score amongst others. The player is trying to see how far they can go without losing all their health while earning a high score.

3. What is the player's interaction model (mouse/keyboard)?

- The interaction model is moving the bar the ball bounces off of using the mouse. The bar will move to wherever the mouse is located while the game is active (without needing to click nor press anything). The game would start by clicking the play button using a mouse click. All interaction is mouse based.

4. What is the general structure of the game? What is going on in each mode, and
what function does each mode fulfil?

- The structure of the game is to be an arcade style game. There is no definite end and only stops when the player loses all their health. The game begins when the game start is initiated and obstacles start moving from right to left towards the ball. The player then bounces the ball around the danger.
- There are two modes, game menu and game start. If the menu state is up, the user can choose to either exit the game screen or begin the gameplay in normal or fast mode. If start is selected, the game start mode is activated and the main script of the game is run which involves moving the bar to bounce the ball and avoid obstacles. Game start mode fulfills the gameplay perspective of the

5. Does the game have a narrative or story as it goes along? If so, summarize the plot.
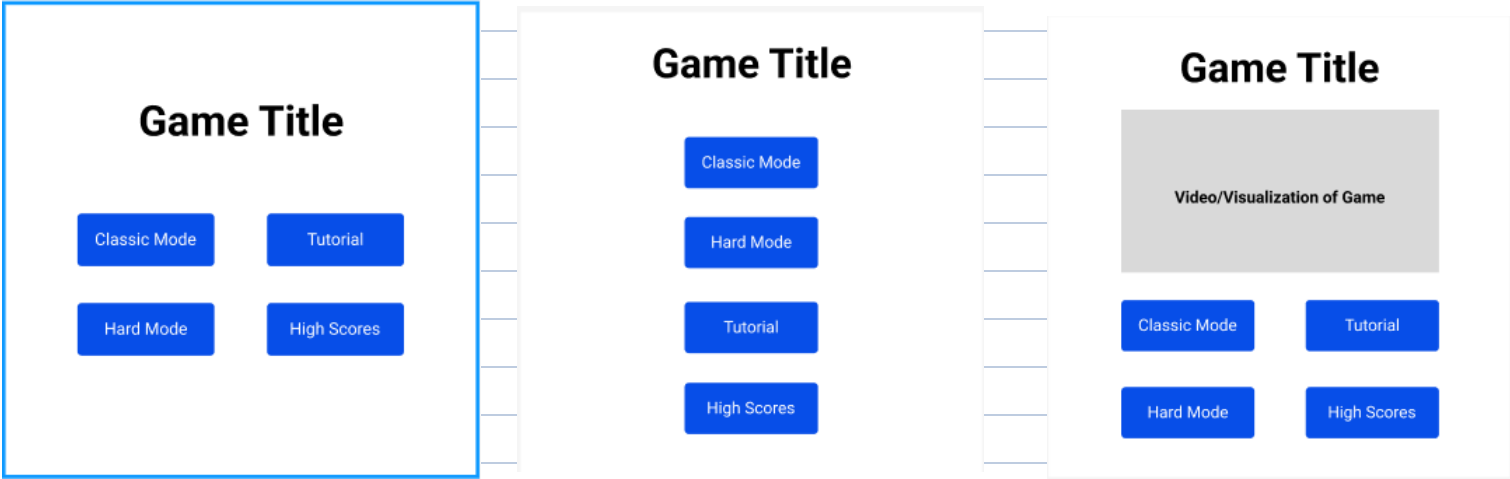
- There is no narrative, it's an arcade style game.

6. Why would anyone want to play this game? What sort of people would be attracted to this game?
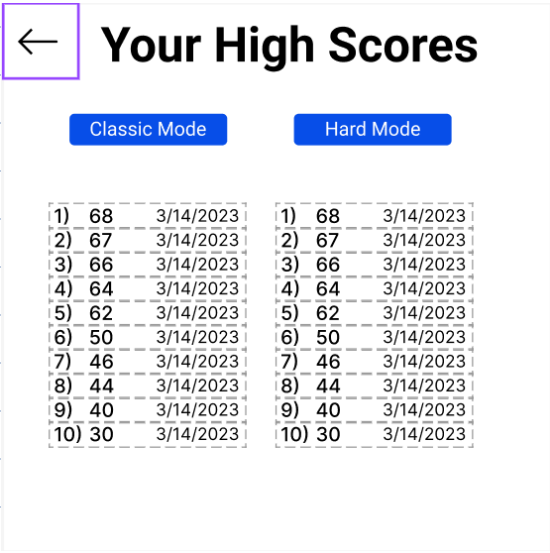
- People would play this game to experience a fun, strategic arcade-style to pass the time. There is no main objective except to survive and see how far you can go. Any type of person would be attracted to this game, especially those who want something to pass the time and test their reaction time and strategy.

Design Idea Drawings

Menu:

Game Title

Classic Mode	Tutorial
Hard Mode	High Scores

Game Title

Classic Mode

Hard Mode

Tutorial

High Scores

Game Title

Video/Visualization of Game

Classic Mode	Tutorial
Hard Mode	High Scores

High Score Page:

← **Your High Scores**

Classic Mode   Hard Mode

1) 68	3/14/2023	1) 68	3/14/2023
2) 67	3/14/2023	2) 67	3/14/2023
3) 66	3/14/2023	3) 66	3/14/2023
4) 64	3/14/2023	4) 64	3/14/2023
5) 62	3/14/2023	5) 62	3/14/2023
6) 50	3/14/2023	6) 50	3/14/2023
7) 46	3/14/2023	7) 46	3/14/2023
8) 44	3/14/2023	8) 44	3/14/2023
9) 40	3/14/2023	9) 40	3/14/2023
10) 30	3/14/2023	10) 30	3/14/2023

Gameplay:

Current Score: 10