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| --- | --- | --- | --- | --- |
| GAME DESIGN DOCUMENT | |  |  |  | | --- | --- | --- | | By: | |  | | --- | | Ryan Hartz | | |

|  |  |
| --- | --- |
| 1 - Introduction | |
| **Working title:** | |  | | --- | | Pachinko Incremental | |
| **Concept:** | |  | | --- | | A pachinko-style game where players drop balls to collect points, earn upgrades, and try to earn as many points as possible before the timer ends. | |
| **Genre:** | |  | | --- | | Incremental | |
| **Target Audience:** | |  | | --- | | Casual teen/adult gamers | |
| **Target Platform:** | |  | | --- | | Desktop/Web | |

## 2 - Gameplay

|  |  |  |
| --- | --- | --- |
| **Controls:** | |  | | --- | | Mostly click based. | |
| **Core gameplay mechanics:** | |  | | --- | | * Click at the top of the board to generate a ball * The ball falls through the pins automatically, potentially earning bonus points if hitting a collectible. * Slots at the bottom of the board determine how many points are earned. * Earned points can be used to purchase upgrades. * After a certain amount of time, the game resets, with a special tier of points being granted based on how many normal points were earned. | |
| **Unique gameplay elements:** | |  | | --- | | * Potential for new types of balls with varying multipliers or effects on point gain * Potential for various alternative mechanics, such as a roulette wheel providing bonuses or a minigame mode within the game. * Multiple layers of prestige. | |

## 

## 3 - Art and Visuals

|  |  |  |  |
| --- | --- | --- | --- |
| **Inspiration &**  **Concept art:** | |  |  | | --- | --- | | A screenshot of a computer  AI-generated content may be incorrect.  <https://poochyexe.github.io/pachinkremental/pachinkremental.html>  The game I’m referencing | IMA screenshot of a computer  AI-generated content may be incorrect.AGE  <https://www.youtube.com/watch?v=rE1S7zD4E3>  An example of pachinko made in Unity 3D. | |
| **Unifying colors:** | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | |  | | --- | | A black background with a black square  AI-generated content may be incorrect. |   Hex code: #000000 | |  | | --- | | A blue rectangle with white dots  AI-generated content may be incorrect. |   Hex code: #88ffff | |  | | --- | | A yellow square with a black line  AI-generated content may be incorrect. |   Hex code: #b6940b  (Possibly? I’d like a gold color, not sure if this is the one) | |

## 

## 4 - Development timeline

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **#** | **Milestone** | **Estimated time** | **Delivery date** | **Notes (if any)** |
| 1 | **Audio** | |  | | --- | | 4 hrs | | |  | | --- | |  | | |  | | --- | |  | |
| 2 | **VFX** | |  | | --- | | 4 hrs | | |  | | --- | |  | | |  | | --- | |  | |
| 3 | **UI** | |  | | --- | | 5 hrs | | |  | | --- | |  | | |  | | --- | |  | |
| 4 | **Animation** | |  | | --- | | 6 hrs | | |  | | --- | |  | | |  | | --- | |  | |
| 5 | **Materials** | |  | | --- | | 5 hrs | | |  | | --- | |  | | |  | | --- | |  | |
| 6 | **Lighting** | |  | | --- | | 6 hrs | | |  | | --- | |  | | |  | | --- | |  | |
| 7 | **Additional Features** | |  | | --- | | 8 hrs | | |  | | --- | |  | | |  | | --- | |  | |
|  |  | |  | | --- | | 38 hrs | | **Total time** | |