BALANCE IT!

KEEP THEM ALL ON THE GROUND

**Game
Design
Document**

ELEVATOR PITCH

Swipe and change the center of gravity and keep all the items top of the ground.

SUMMARY OF THE GAME

The main purpose of the game is swiping the wheel under the ground and preventing the raining items fall from the ground. Also, you need to merge the same items dropping from the sky. If items pile up and gets to heavy, your platform breaks. There are three upgrades: The radius of the wheel, the surface of the wheel, the durability of the platform.

GAMEPLAY & MECHANIC

The game is basically built on balance physics. It is a swiping game. The only mechanic is swiping the wheel and keeping the platform top of it balanced while dropping new items to the platform from the sky. The difficulty of the game is maintaining the balance and merging the same items raining from the air to prevent the breaking of the platform at the same time.

INPUT

Swipe (to change the position of the wheel below the platform)

GAME REFERENCES

https://apps.apple.com/tr/app/balance-stack-blocks/id1099656940

https://apps.apple.com/tr/app/find-the-balance/id1234240435

https://apps.apple.com/tr/app/balance-the-hat/id1242083660

https://apps.apple.com/tr/app/balancy-3d/id1574911722

https://apps.apple.com/tr/app/level-with-me/id1067468386

https://apps.apple.com/tr/app/teeter-up/id1585735663

PROGRESSION

The game is getting difficult with increasing number of items. Also, the shape and the weight of the items are changing. The player has to upgrade the wheel radius, platform surface area and the durability of the platform to keep the balance and carry the items at the same time. Also, there are bombs to clear the items and change the center of gravity.
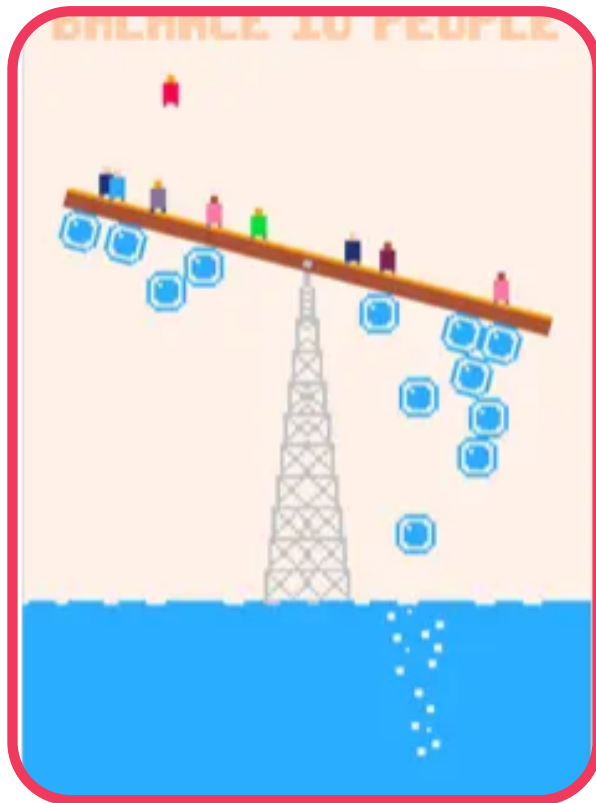
KEY POINTS

The main satisfaction of the game is observing the gravity with different shaped with different center of gravities and merging the items at the same time.

ART REFERENCES
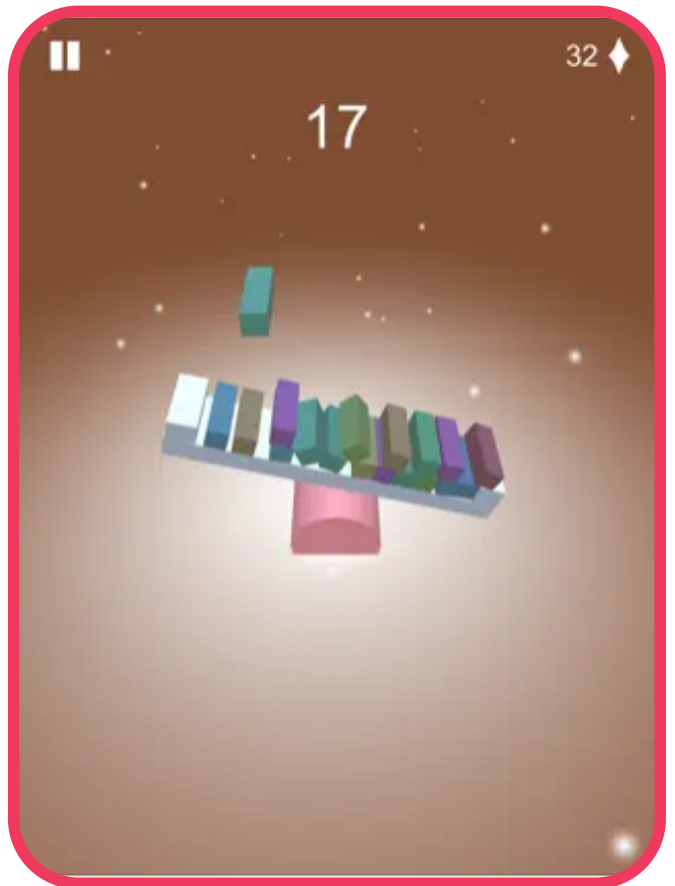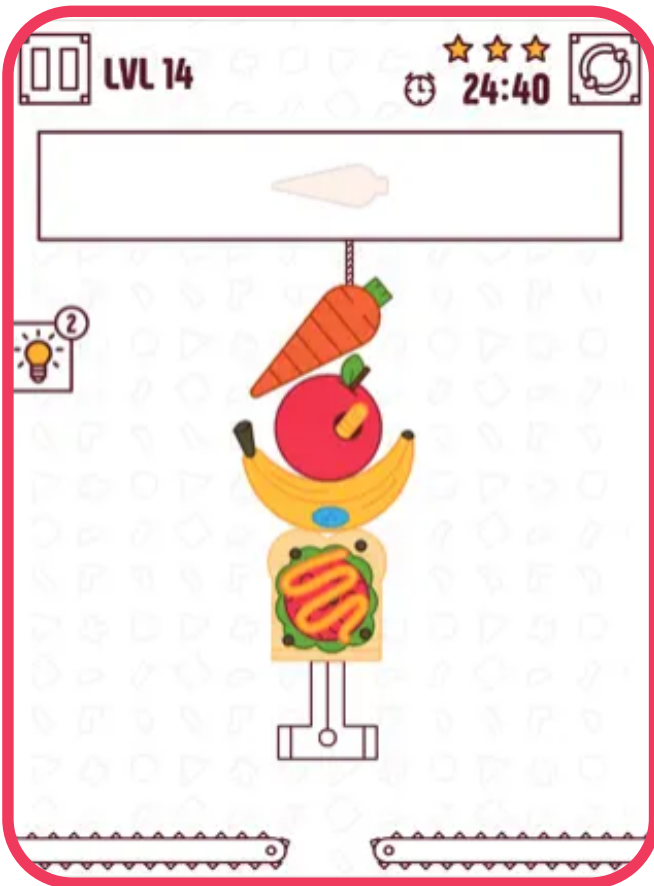
CAMERA REFERENCES

ASSET DESIGN IDEAS