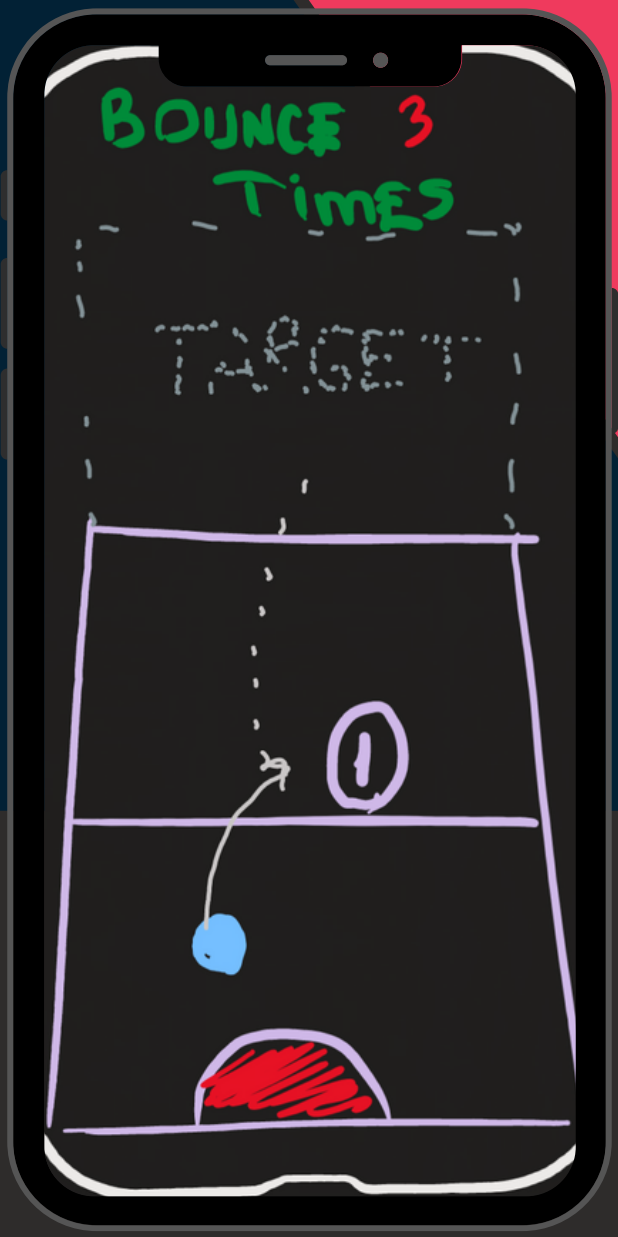
BOUNCE COUNT

A CERTAIN NUMBER OF BOUNCES



Game Design Document

ELEVATOR PITCH

Throw the ball across by bouncing it off the surfaces a certain number of times.

SUMMARY OF THE GAME

The main purpose of the game is passing the ball to the opposite side with make it bounced a certain times on the surfaces. It is a level-based game. The challenge of these levels derive from the variation of the surfaces (has some different physics characteristics like ice, grass or sand) or some traps.

GAMEPLAY & MECHANIC

The game is basically built on bouncing physics. It is a slingshot game. The only mechanic is pulling and releasing the ball by giving it a speed magnitude and direction. The difficulity of the game is built on throwing the ball to the opposite side by bouncing it just definite number with different surface characteristics, some traps and some surfaces with different angles.

INPUT

Slingshot (Pull and release)

GAME REFERENCES

https://apps.apple.com/tr/app/beer-pong/id1412494114

https://apps.apple.com/tr/app/beer-pong-trick/id511624888

https://apps.apple.com/tr/app/beer-pong-party/id1346055795

https://apps.apple.com/tr/app/pong-party-3d/id1487602320

https://apps.apple.com/tr/app/pocket-pong-beer-pong/id1392271428

PROGRESSION

The game is getting difficult with different number of bounces on the surfaces, different angles of surfaces like walls, ceilings... Also, the material of the surface is changing and this is affecting the bouncing physics. Also, there will be some traps to avoid.

KEY POINTS

The main satisfaction of the game is observing the ball while it is bouncing and guessing the surface physics and bounce count and pull and release the ball according to these.

ART REFERENCES

CAMERA REFERENCES

ASSET DESIGN IDEAS