IMY 774
Deliverable 2

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Idea: Dodge ball game

Main idea / Narrative:

The user will be in a small room, measured to be the same size as the available space in the office. There will be small cannons that move along the walls of the room. The cannons will shoot out balls which the user will have to dodge. There will be two types of balls, red and blue balls. When the red balls are shot out, the user will have to dodge the balls and if the user gets hit the user will lose health, If the user loses all their health, they lose the game. The user can catch the blue balls and throw them back at the cannons. Each cannon will have a target above it. If the target is hit with a blue ball the cannon is destroyed. The user wins the level by destroying each cannon. As the levels goes on, they become more difficult with more cannons and the cannons will move faster.

The menu of the game will take also be interactive. It will be in the same room, as the rest of the game, but there will be big floating boards with targets next to them. Each board will be an option in the menu to select. (There will be no cannons firing at you in the menu)

The user will have an endless supply of blue balls with which he/she needs to hit the target to select the corresponding menu option. This helps the user practice their throwing before they even get into the game.
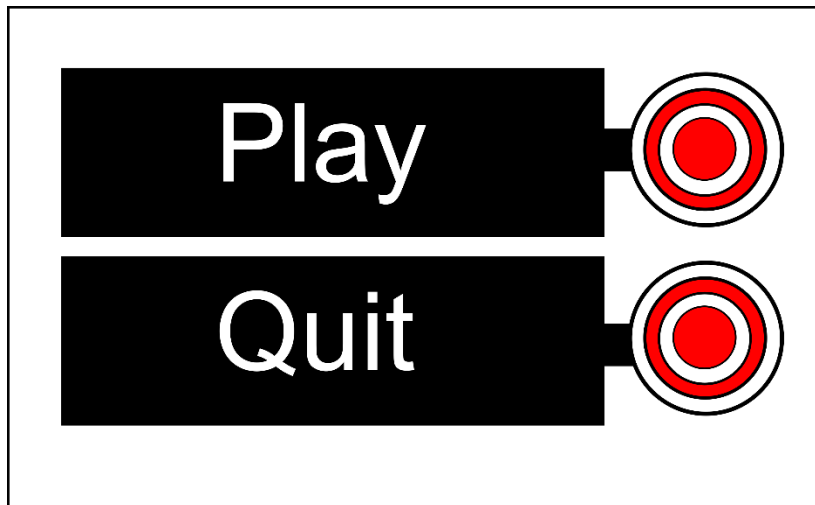
Inspiration for idea:

I got the basic idea from a YouTube video
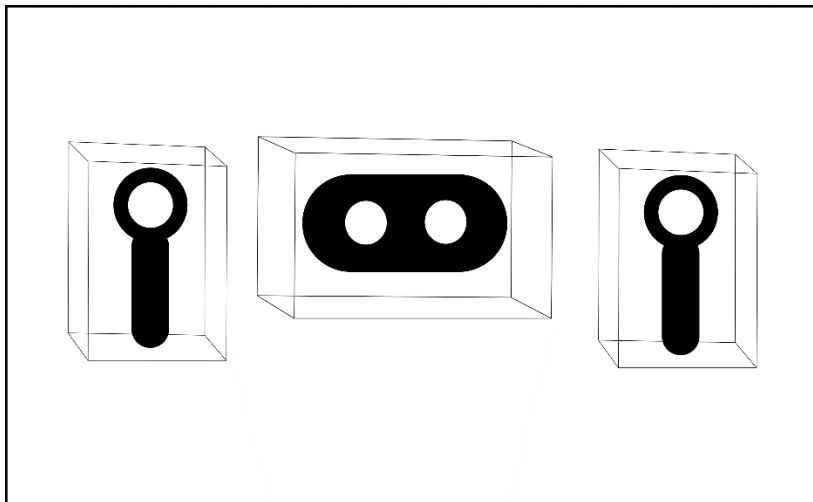https://www.youtube.com/watch?v=YjA8ENHSmxY

I just changed it a bit to where it is not an arcade shooter, but focused more on the dodging aspect.

Storyboard:

The menu of the game will be represented by big floating boards with targets next to them.


The player will have hit boxes around the head and hands. The hitboxes will be rather small, but still big enough for it to be easily hit. This will make the user need to be aware of his head and his hands. This will make dodging harder, however if this seems too hard, I will change it so only the head has a hitbox.
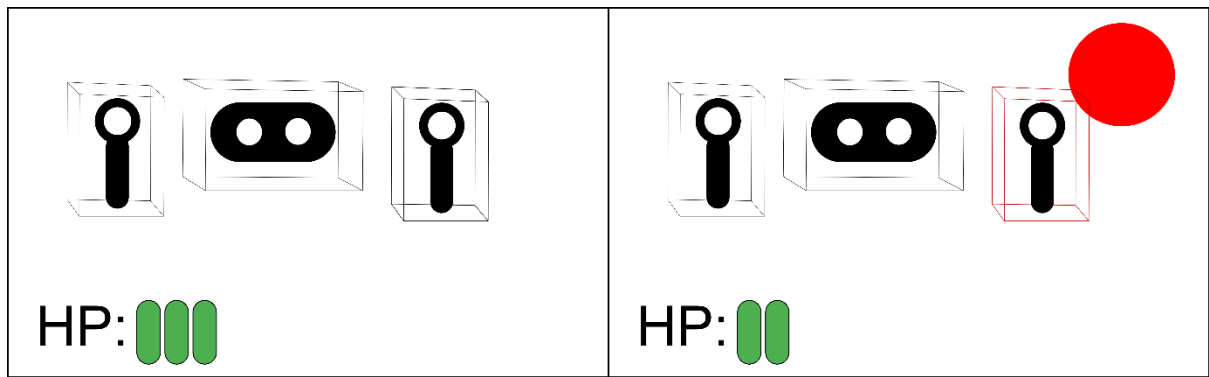
If a red ball hits any of your hitboxes you lose a health block. The amount of health blocks you have is determined by the difficulty you select.
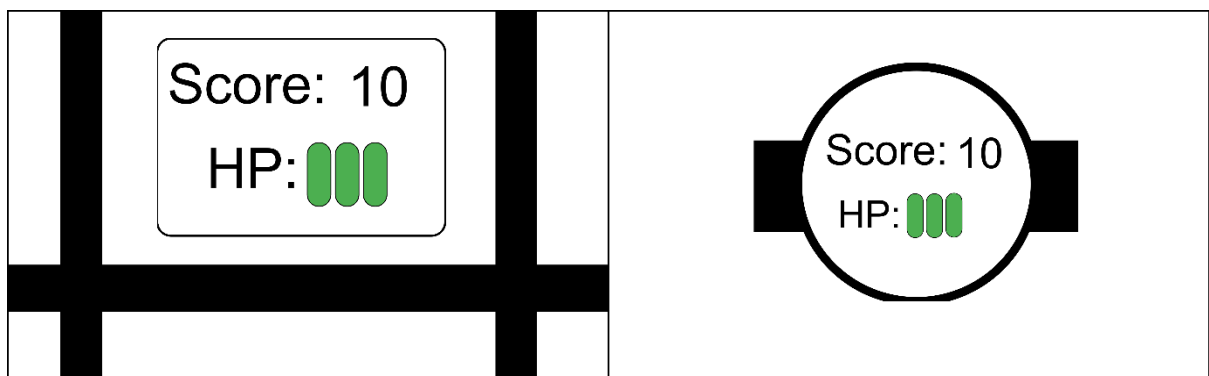

Two ways health can be displayed. One way is on a board on the wall, the other is a watch on your wrist that shows your current health and score. Both has its ups and downs. Only play testing will show which implementation is better. Score is the number of cannons destroyed.
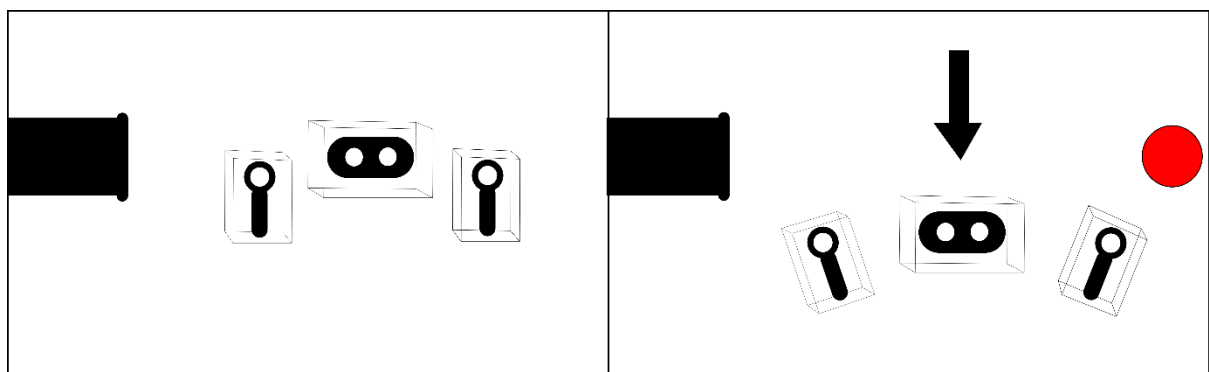

The user can dodge balls by moving their head or hands. The cannons will always target the head.
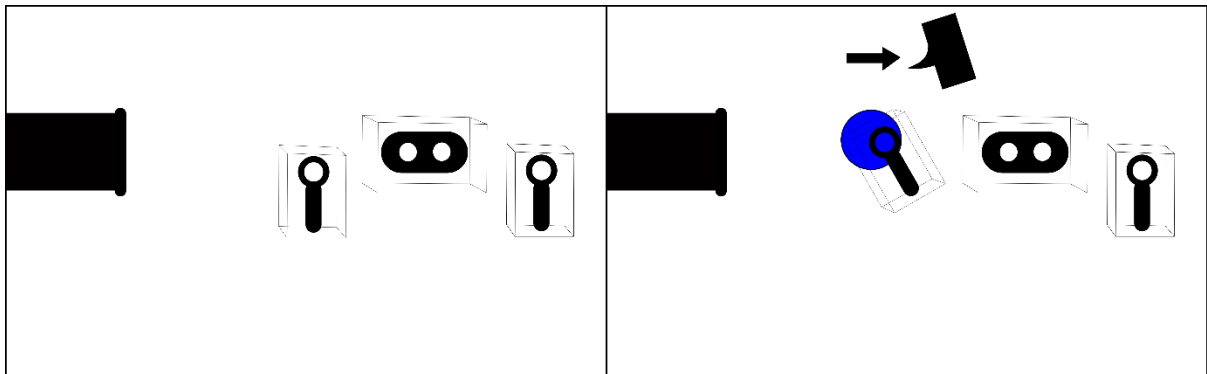
The user can catch a blue ball by pressing the trigger button as it overlaps their hand. Then the user needs to release the trigger button to throw the ball.
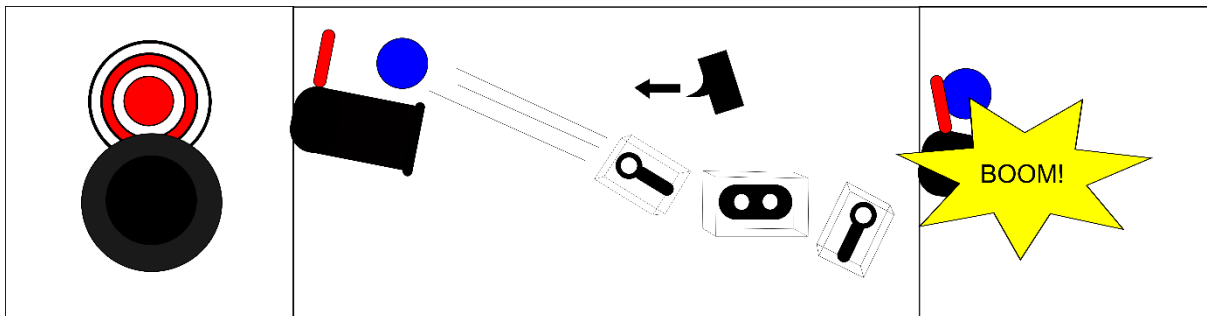
When a blue ball that the user threw hits a cannons target, the cannon will be destroyed and removed from the level and the user will receive a point to their total score. To win the level all the cannons must be destroyed.
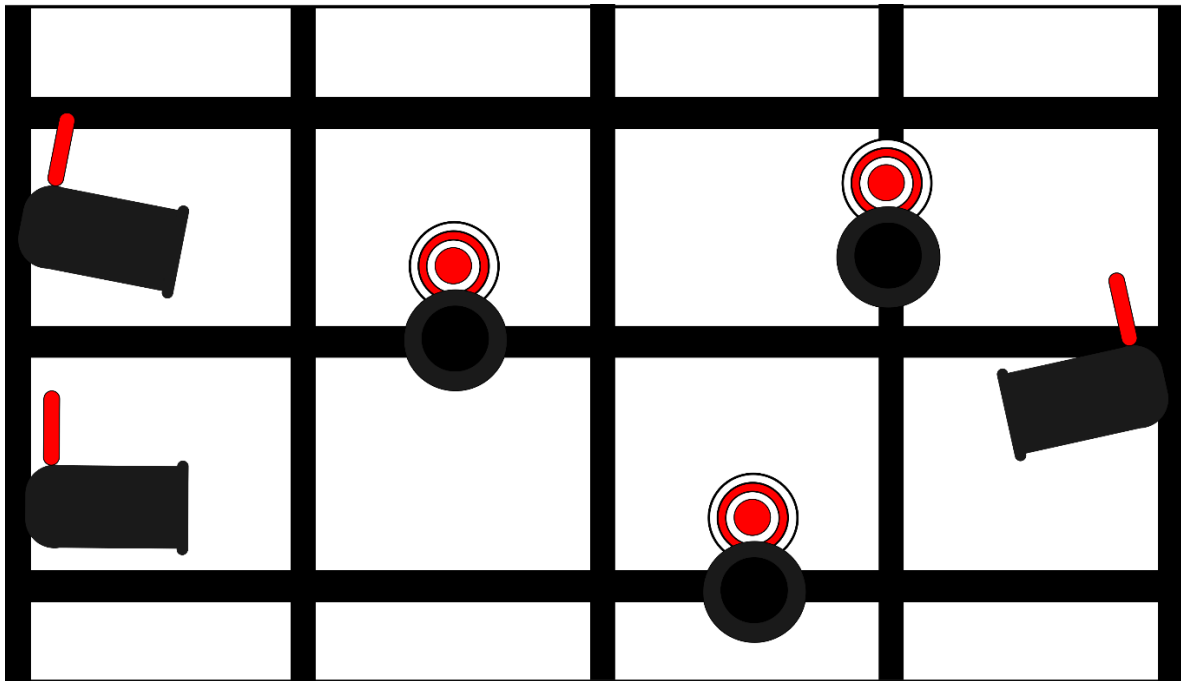
The cannons will move along the walls on tracks that goes all around the room.

Quit Lever

Quit Lever

Are you sure?
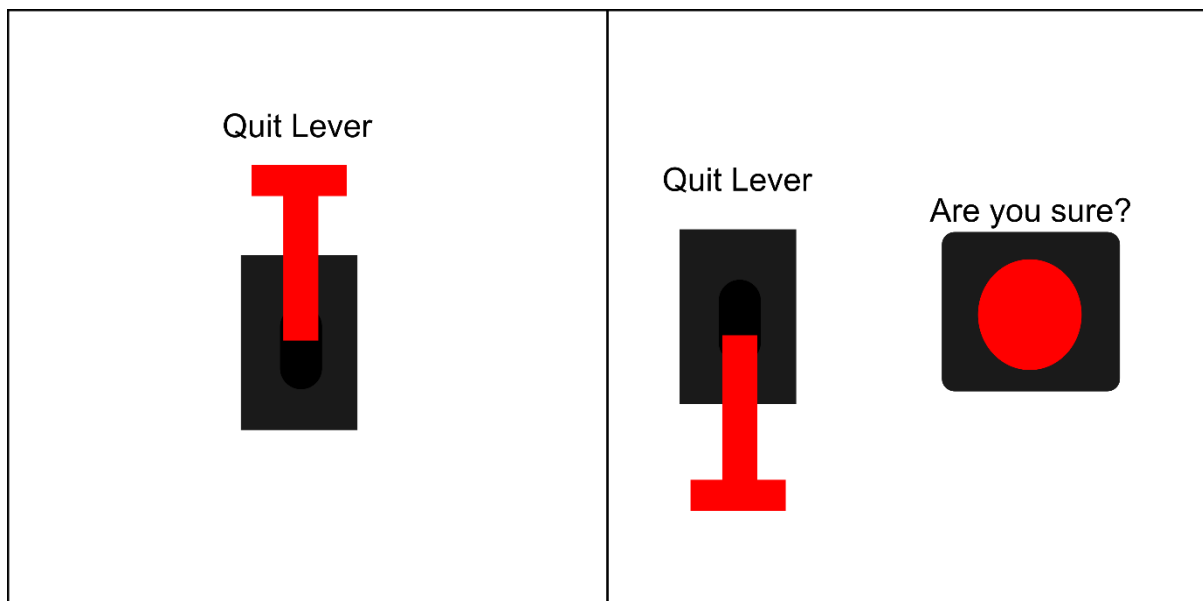
If the user wants to quit, there will be a quit lever on the wall. If the user pulls the lever a red button will appear asking confirmation to quit. If the user presses the red button the user will quit the game.

Classification:

Size:

Room scale, standing

Technology:

HTC Vive, Vive controllers, Valve index controllers, unreal engine

Experience:

Action, Adventure, Fun, Exercise, VR