

# BOO'S FLIGHT

## DESIGN DOCUMENT

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## Introduction

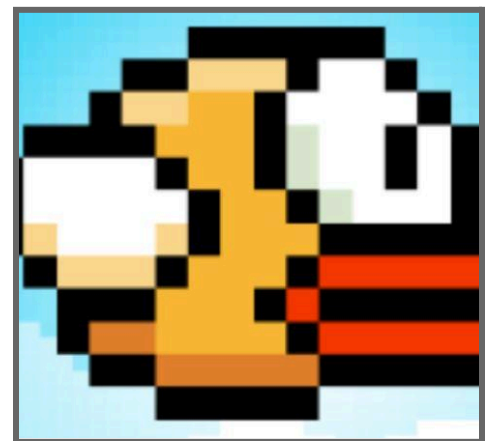
### Game Summary Pitch

A longevity based game where the player keeps the ghost floating upwards by tapping the ghost and not letting him touch the ground.

### Inspiration

#### Flappy Bird

Controls a bird floating through constant new forming pipes coming from the right horizontal access and appearing in different vertical positions, allowing the bird to pass through them infinitely.



## **Player Experience**

A single screen will be loaded where the ghost will propel itself away from the bottom of the screen in slightly different angles when tapped , avoiding touching the ground.

## **Platform**

Developed to be released in a web playable format.

## **Development Software**

- Unity with C#
- [Itch.io](https://itch.io) free assets (With credit)
- Online open source audios files

## **Genre**

Singleplayer, casual , simple

## **Target Audience**

A simple idea targeting casual gamers who want to spend little effort in thinking more “keep the ball balanced” mentality.

# **Concept**

## **Gameplay overview**

The player will tap the ghost within a limited amount of time to propel the ghost away from the ground. Each time the ghost is tapped its velocity will launch itself in an upward motion and different angle ,

creating unpredictable patterns and must focus to keep the ghost away from the ground.

## Primary Mechanics

Mechanics
<p><b><u>Movement</u></b></p> <p>A player will tap the ghost to send the object flying to a direction upwards with a cooldown.</p>
<p><b><u>Bottom Wall</u></b></p> <p>A wall at the bottom of the screen that will end the player's game when touched.</p>

## Art

### Design

A very **minimalistic** approach will go into the design of the game, with spooky styles



*\*Not an actual puzzle/level, merely a full example of the tileset and art style\**

## Audio

### Music

Open source music with a haunting sound to create a ghostly environment sound that fits the game's atmosphere.

### Sound Effects

Bops and wishes to give the player active sounds to respond if they hit the ghost or failed.

# Game Experience

## UI

A timer in the upper left screen to keep track of gameplay time and a score counter to keep how many bounces were done to keep the ghost alive.

## Controls

### Mouse

Left Mouse click

# Development Timeline