

Game Design Document-Group5

05/05/2023

Team-Members:
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Project Concept

1

Player Control

You control a

Character

in this

top Down

game

where

user input via Controller

makes the player

move and jump.

2

Basic Gameplay

During the game,

A Grid of Cubes

appear

from

In the center

and the goal of the game is to

Not fall of the platform, that will periodically change over time.

3

Sound & Effects

There will be sound effects

That makes the atmosphere intensive and competitive. Every sound effect and background music will be made by us exclusively.

and particle effects

That will suit to the game's vibe completely.

[optional] There will also be

Automated light and sound technology that will come to life as the game progresses and interact with the bassline of the music.

4

Gameplay Mechanics

As the game progresses,

The game's pace will get faster

making it

Harder and harder to not fall off

The platform's cubes

Will fall down in certain patterns, which will be indicated with a specific material. This will help the player to understand where to stand and where not

5

User Interface

The

timer

will

decreases

whenever

A second passes

At the start of the game, the title

"Falling Blocks"

will appear

and the game will end when

All players are dead or the timer runs out of time.

6

Other Features

Players can push each other off the platform.

Optional feature: Wind System that will push players in an specific direction when jumping

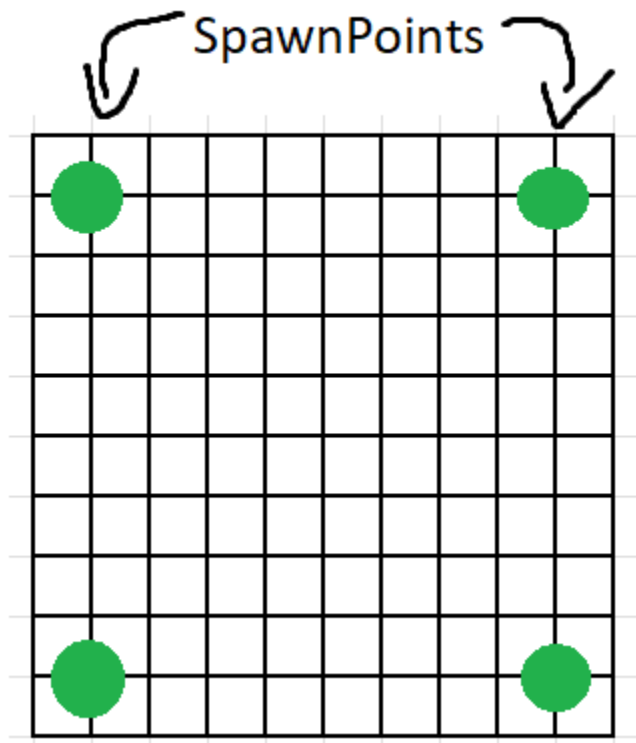
MVP

- >10 x 10 Grid + 4 Spawn-Points (for each player in each corner of the grid)
- >PlayerController (move + jump)
- >Blocks should fall down (pattern) // leaving a hole in the grid
- >Blocks get indicated before they fall down (changing color // shaking)
- >Time between indication and falling will be controlled by a difficulty settings, that increases over time
- >If player falls down => Player will be eliminated (Sensor + Box Collider + isTrigger)
- >Last standing player wins (can be multiple players)
- >UI: Timer top right => counts down from 90 seconds
- >UI: Waiting Lobby => wait for all player to connect their controller // ready up // wait for "A" input
- >UI: Result-Screen => shows final ranking

FINAL PROJECT

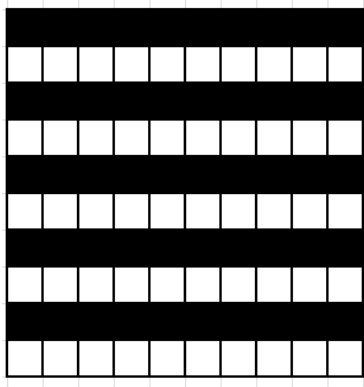
- >improve multiplayer aspect => players can interact with each other (stun each other // push each other)
- >Sound-Design (when block shakes // when player falls into doom // when hit)
- >Particle-Effect when player falls //
- > Bonus: implement wind // makes it more difficult to move the player in the right direction

Project Sketch

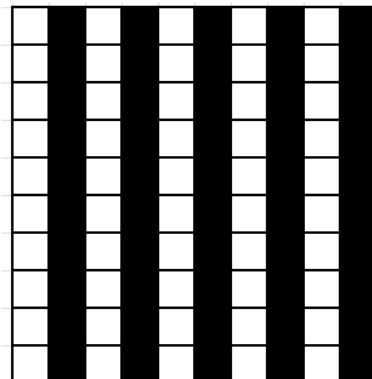
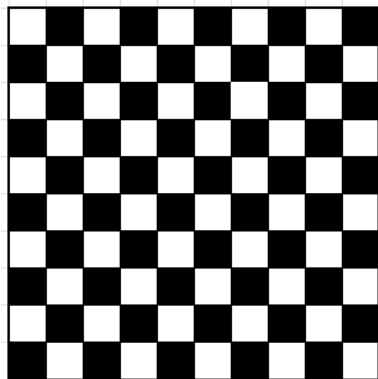
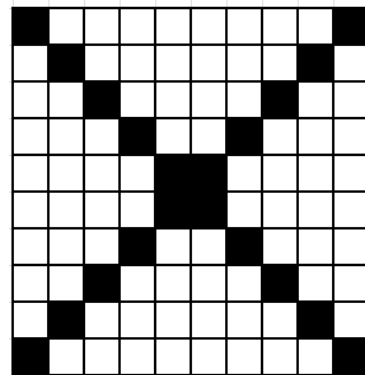


10 x 10 Grid

Different Patterns:



*Blocks
that will
fall soon, will
be indicated*



Tracked Time

David Höchtl:

Game ground generation	5h
Pattern-System	10h
Difficulty-System	3h
Item-System	8h
Bug fixes	10h
Gesamt	36h

Simon Penn:

PlayerConfiguration System	12h
UI	7h
GameHandler	3h
Ranking-System	3h
Bug fixes	6h
Gesamt	31h

Oliver Miniszewski:

Player Controller	13h
Player Model	3h
New Input System Integration	2h
Bounce Material	1h
Bug fixes	6h
Gesamt	25h

Lorenz Flich:

Timer	4h
Tutorial	6h
Credits	5h
BugHunting + BugFixing	11h
Gesamt	26h

Botond Kovács:

Game Music	24h
UI + In Game Sound Effects	3h
Particle Effects	12h
Map Design	4h
Main Menu UI, Background effects	3h
Gesamt	46h