A picture containing object, clock, playing, holding

Description automatically generated

***‘Crawl back from victory, not from defeat ’*** – Efrain Vasques

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Game Development Team Members    PRODUCER  Efrain Vasques    PRODUCTION MANAGER  Efrain Vasques    PRODUCTION COORDINATOR  Efrain Vasques  GAME DESIGNERS  Efrain Vasques  SYSTEMS/IT COORDINATOR  Efrain Vasques  PROGRAMMERS  Efrain Vasques  TECHNICAL ARTISTS  Efrain Vasques  AUDIO ENGINEERS  Efrain Vasques  UX TESTERS  Efrain Vasques |

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| --- |
|  |

# 1 Game Overview

Title: **Final Space**

Platform: PC Standalone

Genre: 3D Timed Platformer

Rating: (10+) ESRB

Target: Everyone

Release date: May, 2020

Publisher: EV Studios

Description: Ball Crawlers is an arcade platformer where the player takes control of a ball and has to clear levels by navigating through obstacles of different textures and bounciness.

# 2 High Concept

Aimed to help player reaction times and anger management due to arthritis inducing controls.

# 3 Unique Selling Points

Unique and original 2D artwork

Unique and original sound effects.

# 4 Platform Minimum Requirements

OS: Windows XP SP2, GPU: DX9 (shader model 2 .0) capabilities; anything made since 2003 should work

# 5 Competitors / Similar Titles

Super Monkey Ball by Amusement Vision and Sega

# 6 Synopsis

Need to finish the game as quickly as possible for speed bragging rights.

# 7 Game Objectives

The goal is for the player to kill as many enemy ships as possible, while dodging enemy projectiles and suicide ships.

# 8 Game Rules

Player needs to clear the level without falling or touching the floor. It causes the ball great pain.

# 9 Game Structure

A screenshot of a cell phone

Description automatically generated

# 10 Game Play

## 10.1 Game Controls

**Game Controls (PC)**

Keyboard: Esc (Pause in-game)

W (Move up), A (Move left), S (Move down), D (Move right)

R (Restart level)

## 10.2 Game Camera

When playing, the camera will be static, looking over the player. Following the player.

A picture containing green, sitting, traffic, light

Description automatically generated

### 10.2.1 HUD

A picture containing green, colorful, board, young

Description automatically generated

Timer Count

Indicates the amount of time spent clearing the level.

### 10.2.2 Maps

There are three levels with similar environments, except for the last one. Where a twist is added, where the room is dark and a spotlight illuminates the area near the player.

A picture containing indoor, room, red, laptop

Description automatically generated

A picture containing sitting, table, laptop, black

Description automatically generated

A picture containing black, laptop, holding, man

Description automatically generated

A picture containing indoor, sitting, photo, dark

Description automatically generated

# 11 Players

## 11.1 Characters

The player is a ball.

## 11.2 Metrics

## 11.3 States

Idle: No cycle animation

Move: No cycle animation, ball will rotate accordingly.

Death: No cycle animation, ball will emit a grunt or “death sound”

## 11.4 Weapons

None

# 12 Player Line-up

The player will be a ball of different color and design in each level.

A picture containing fruit, game

Description automatically generated

A picture containing orange, yellow, sitting, bird

Description automatically generated

A picture containing lamp

Description automatically generated

# 13 NPC

None

## 13.1 Enemies

### No enemies

### 13.1.1 Enemy States

None

### 13.1.2 Enemy Spawn Points

None

## 13.2 Allies / Companions

None

### 13.2.1 Ally States

N/A

### 13.2.2 Ally Spawn Points

N/A

# 14 Art

## 14.1 Setting

Takes place in an undisclosed location in a different universe. Each level is a different dimension and changes the appearance the of the ball.

## 14.2 Level Design

Each level has a different number of platforms, some of the platforms behave in different fashions. Either rotating in different directions and speeds.

A picture containing sitting, view, laptop, dark

Description automatically generated

## 14.3 Audio

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Category | Description |  |
|  |  |  |
| Death\_Noise | FX | Plays when the ball touches the floor. |  |
| POL – secret-labs-short | Background Music | Implemented and plays through the game. |  |
| Victory\_Music1 | FX | Plays when the first level is cleared when the player touches the win platform. |  |
| Victory\_Music2 | FX | Implemented, when the player touches the second level’s win platform. |  |
| Victory\_Music3 | FX | Implemented, when the player touches the third level’s win platform. |  |
| Violin\_Pizzicato\_Glissando1 | FX | Implemented, plays when the player touches and bounces off a bounce platform. |  |
| Violin\_Pizzicato\_Glissando2 | FX | Implemented, plays when the player touches and hits a non-bouncy platform or surface. |  |
| Violin\_Pizzicato\_Glissando3\_Noise\_Reduced | FX | Not implemented |  |
|  |  |  |  |

# 15 Procedurally Generated Content

## 15.1 Environment

N/A

## 15.2 Levels

N/A

## 15.3 Artificial Intelligence NPC

None

## 15.4 Visual Arts

N/A

## 15.5 Audio

N/A

## 15.6 Minimum Viable Product (MPV)

Ball is only one type of physical material

No enemies or persistent obstacles

Only three relatively short levels

No inventory system for power ups

No power ups

No persistent time saving system

No badging system

Only built for PC (Windows)

Only one song throughout the whole game

# 16 Wish List

Power ups

Different ball types to choose from

Inventory system to store power ups

More varied levels with enemies and persistent obstacles to harass the player

Voice acting

More varied background music