VR Trick Shot

GAME DESIGN DOC

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Contents

GAME OVERVIEW

Overview

The game is placed in a small red and white stripped games tent at a carnival, it will be like the arcade basketball game where you try and get as many balls through the hoop as possible but to change the experience up it will have added difficulty that the player can receive multipliers by ricocheting the ball off the targets placed on the walls to get the score higher. But the basketball hoop will also move back and forth along the wall to add more difficulty and timing into the game.

Goals

- To get the highest score possible
- Get the ball into the hoop
- Ricocheting the ball add multipliers then once in the hoop the score will add to your total score

Unique Feature

- Using the ricochet skill to build up score
- Changing the basic basketball shotting into a more thrilling skill-based game.

Core Pillars

- Ricocheting to multiply your score
- Carnival/Arcade type of feel

Game Experience

- Challenging but fun
- Make player feel skilful
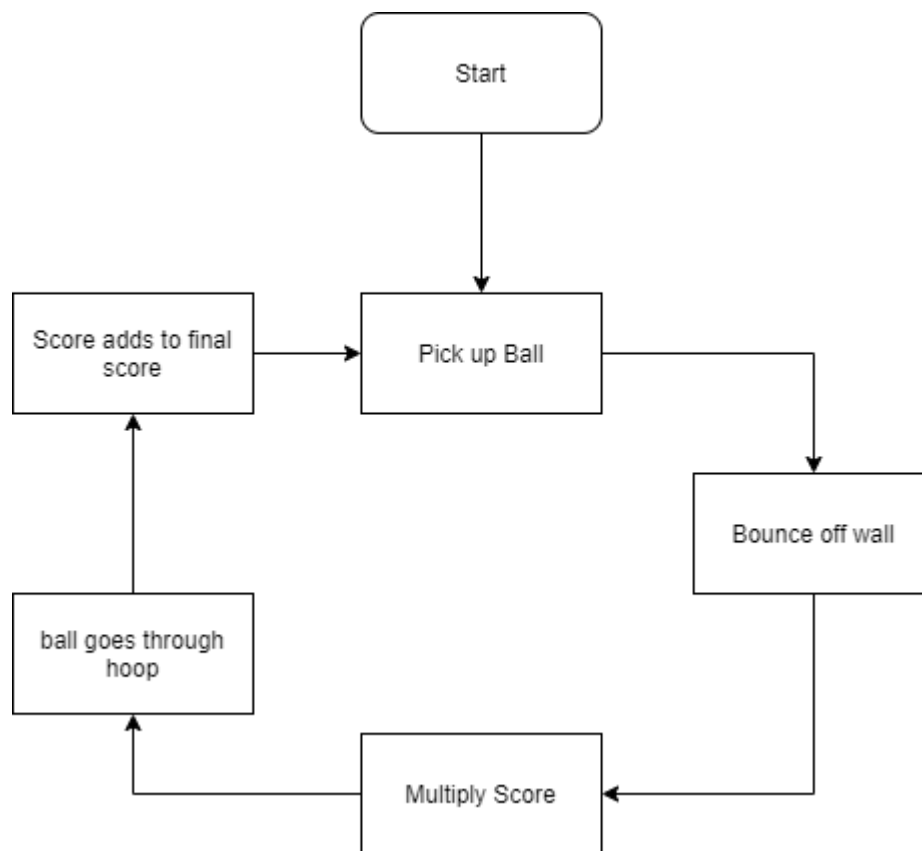- Bring a carnival like experience

Setting

- At a carnival
- Inside a games tent

Target Audience

- A wide variety of ages due to the multiple complexity of the game
- People that enjoy carnival games
- People that are competitive
- People that enjoy lining up impressive trick shots
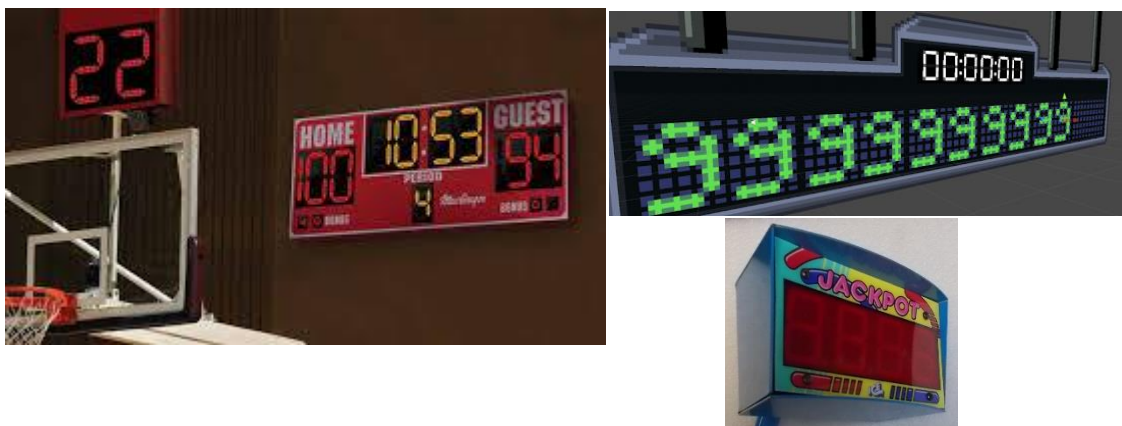
GAMEPLAY

Core loop

Game controls

- Main index finger button on controller to pick up, hold button to hold ball, release to throw
- There will be a reset button

UX/UI Design

There will be a scoreboard hanging down from the roof. It'll look like a basketball scoreboard.
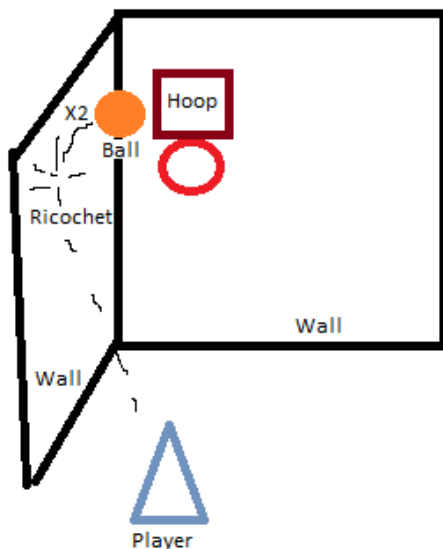
Mechanics

Bounce/Throw Mechanic

- Priority
  - Essential
- Risk
  - Safe
- Description
  - Bounce the ball off walls off the targets in the play area to get a score multiplier, after the ball touches the target the ball will get lunched toward a specific spot on the so the player can time it right to get the shot in.
- Mechanic loop
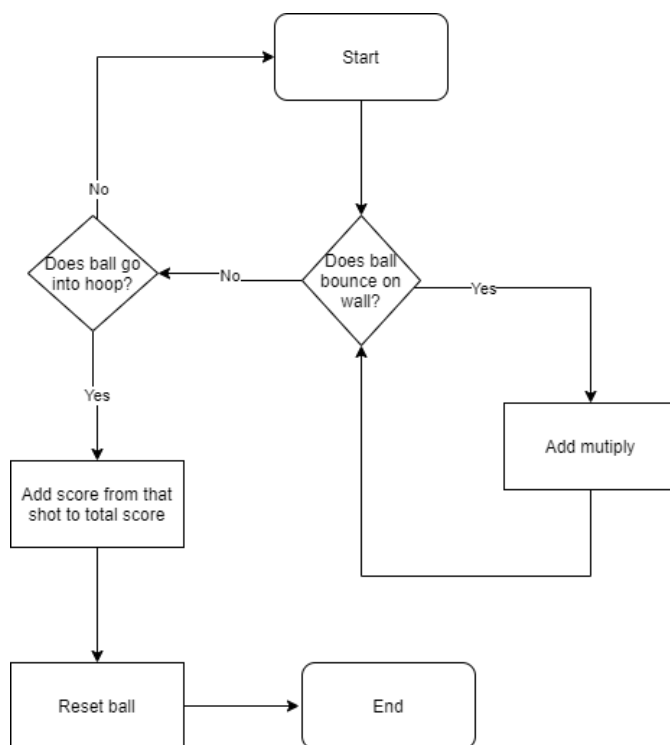
- Example:

Score

- Priority
    - Essential
- Risk
    - Safe
- Description
    - Every time the ball goes through the hoop the player receives 100 points, if the player bounces the ball off a target they get X2 multiplier, the multiplier will stay and continue to increase by 1 every time it bounces off a target, until the player misses a shot.

Hoop Move

- Priority
  - High
- Risk
  - Safe
- Description
  - 2 hoops will move back and forth on the back wall on top one below, they will only move left to right, once they get to one side of the wall they will move back.
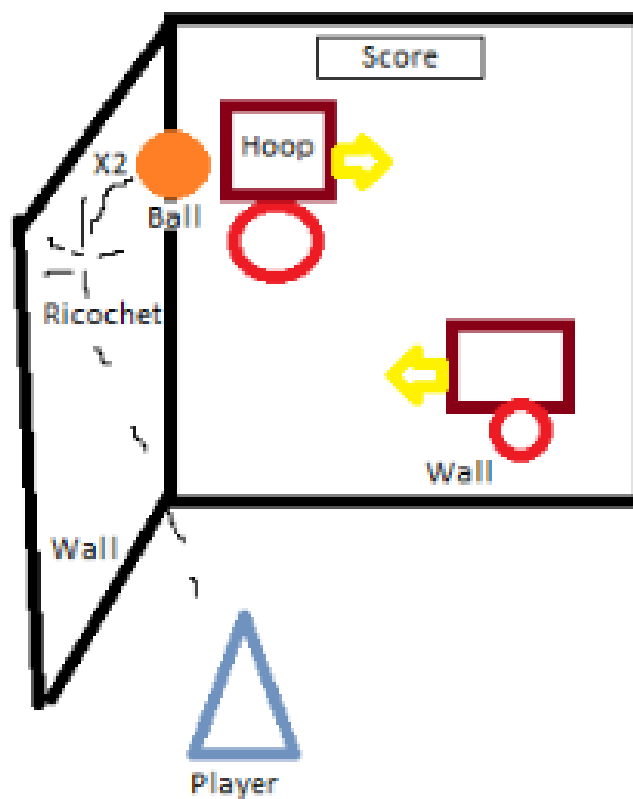
Ball reset

- Priority
    - Essential
- Risk
    - Safe
- Description
    - When the ball hits the ground, it will reset back onto the pillar it spawns on, there will also be a reset button in the ball back to original position

TECHNICAL INFORMATION

Platform

- VR - Oculus Go

AUDIO DIRECTION

Music

- Menu Music - Happy carnival like music that'd be heard at a carnival or circus
- Main Gameplay -

Sound FX

- Throwing Ball
- Hitting the hoop
- Getting a point
- Every time the ball goes through the hoop it'll make a sound like a basketball going straight through a net.
- Every time the basketball hits a target or object it'll make a bounce/ impact noise like a real basketball

ART DIRECTION

Art Style

- Cartoony
- Bright
- Colourful
- The general mood should be happy, fun, exciting place just like a carnival so using bright and vibrant colours to convey that. With a nice cartoon/realistic like style, everything will look realistic with a cartoon feel to it.

VERSION HISTORY

Changes

- Added a lot more assets for decoration to make the feel of the game to be more carnival like.
- Added a tent around the game machine to eliminate the time it'd take to create an environment
- Elaborated in everything in the GDD and added the art direction to it
- Instead of the player bouncing the ball off the wall, they will bounce it off a target that's mounted on the wall that will have an assist guide the help them shoot it in.

DATE	CHANGES
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