

# PONGGLE

## INSTALLATION AND PLAY GUIDE BOOK

+100



+100



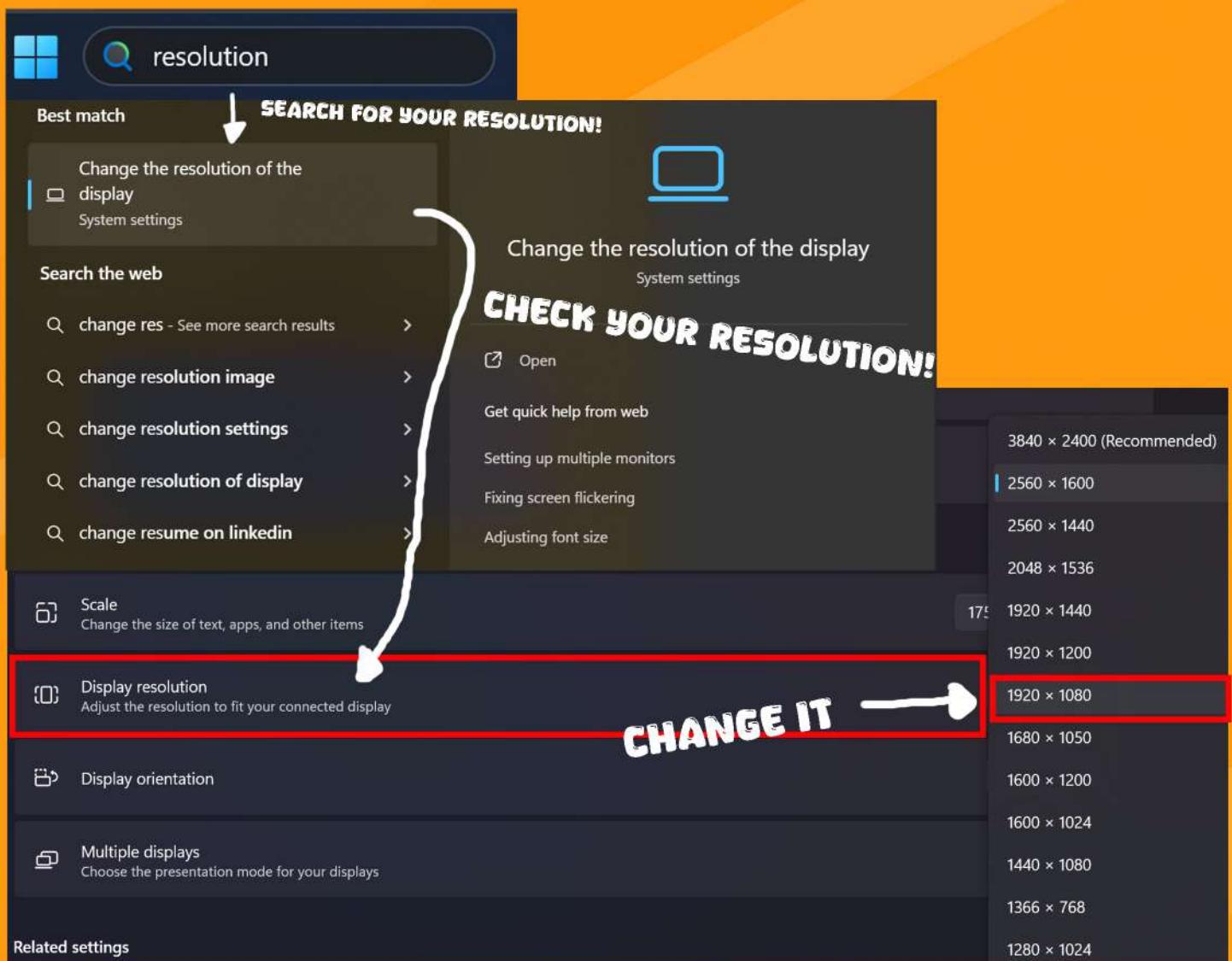
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# REQÚIREMENT

## FIXED RESOLUTION OF

### 1920 X 1080 OR FULL HD



AND  
A MOUSE!

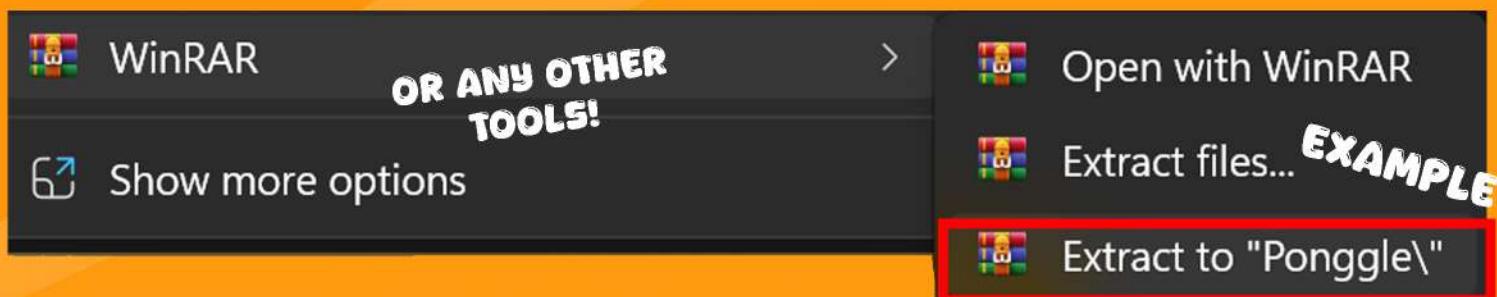


# INSTALLATION

**DOWNLOAD THE GAME FOR THE PROVIDED LINK**

**[HTTPS://S.ID/PONGGLE](https://s.id/Ponggle)**

**EXTRACT THE FOLDER BY USING THIS METHOD**



**ONCE FINISH, LOAD UP THE GAME**

baselib.dll	24/10/2025 13:53	Application extens.
GameAssembly.dll	25/10/2025 14:43	Application extens.
Ponggle.exe	25/10/2025 19:38	Application
UnityCrashHandler64.exe	24/10/2025 13:53	Application
UnityPlayer.dll	24/10/2025 13:53	Application extens.

# CÓNTRÓL

**USE THE LEFT CLICK TO  
SHOOT A BALL**

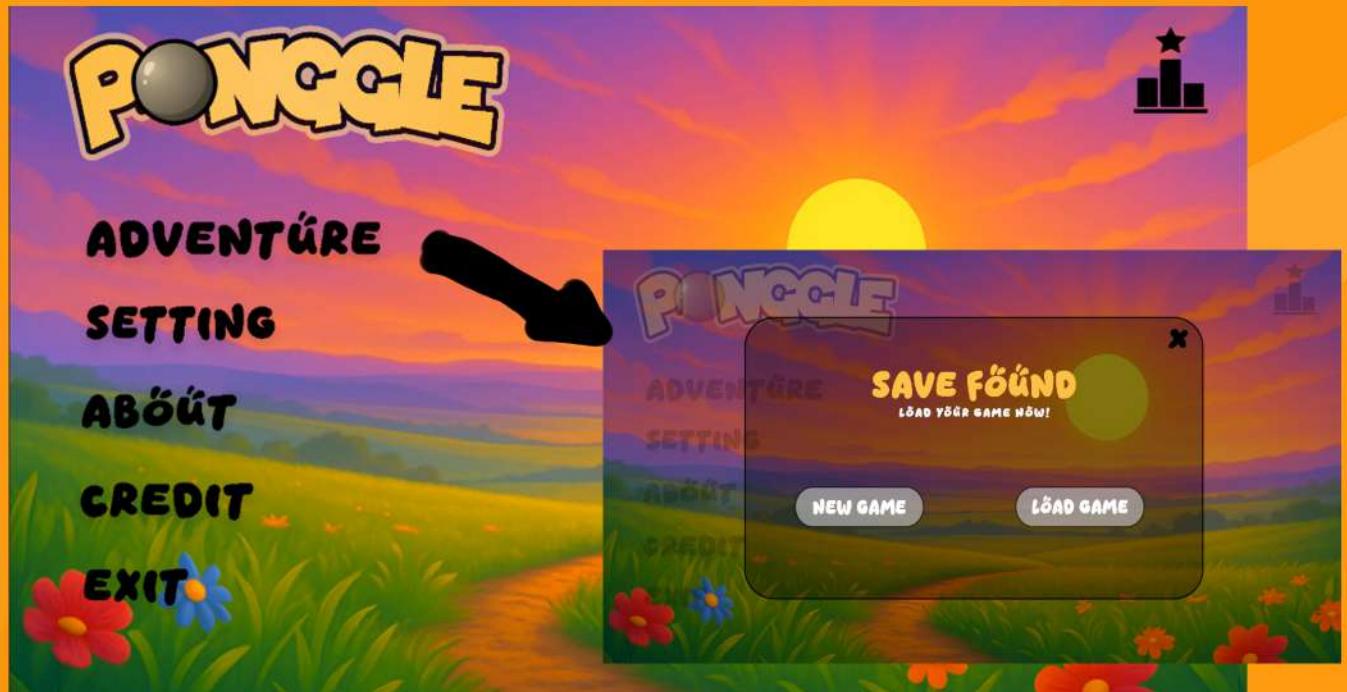


**USE THE RIGHT CLICK  
TO FAST FORWARD**



**(ONLY FOR STAGE 2 ABOVE)**

# MAIN MENÚ



ON THE MAIN MENU, PLAYER COULD START THE GAME BY PRESSING NEW GAME ON THE ADVENTURE PANEL

SETTING USED TO MAKE CONFIGURATION OF THE GAME,  
ABOUT USED TO LEARN THE BASIC MECHANICS OF THE GAME,  
CREDIT SHOWS INFORMATION REGARDING DEVELOPER,  
AND LEADERBOARD SHOWS THE HIGHEST SCORE



# CHARACTER

FOUR CHARACTERS WITH  
FOUR DIFFERENT ABILITIES!



SHOOT FIREBALL!



SHOOT 3 BALLS!

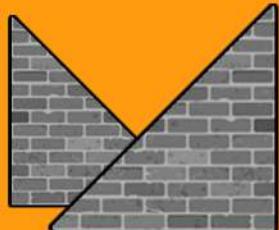


GIVE 3 BALLS AND  
5 ENERGIES!

● + 3  
ENERGY + 3



BUILD A WALL  
AROUND BUCKET!



#### CHARACTER DETAIL

THESE HAMSTERS WILL LET  
YOU SHOOT THREE BALLS  
IN ONE SHOT



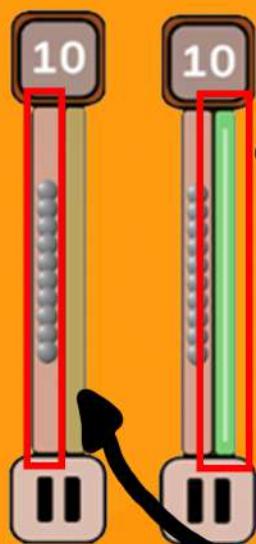
CHOOSE YOUR HERO!



NESO NESA NESDA

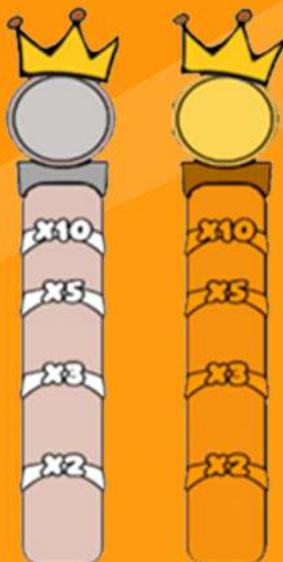
CONFIRM

# USER INTERFACE



THIS IS THE FREEBALL METER.  
IT CAN BE FILLED BY BOUNCING  
THE BALL ON EACH PEG AND WILL  
GIVES FREE 1 BALL ONCE IT IS  
FULLY FILLED.

THIS IS BALL O TRON.  
IT SHOWS THE PLAYER THEIR  
REMAINING BALLS



THIS IS THE FEVER METER.  
IT CAN BE FILLED BY HITTING THE  
ORANGE PEG. SCORE WILL BE MULTIPLIED  
FOR EACH PROGRESS THE METER FILLED.  
ONCE IT REACHED MAXED, THE STAGE  
WILL BE MARKED AS CLEAR.



THIS IS THE FAST FORWARD.  
IT CAN BE UNLOCKED ONCE THE PLAYER  
REACHED STAGE 2. FAST FORWARD WILL  
MAKE THE GAME FASTER BY 3X.

# USER INTERFACE

YOU

**THIS IS YOUR NAME.  
IT WILL DISPLAY THE PLAYER NAME**

Triple Shot

**THIS IS POWER NAME.  
IT WILL DISPLAY THE CHOSEN  
CHARACTER POWER**



NEXT  
BALL

**THIS IS NEXT BALL.  
IT WILL DISPLAY THE NEXT  
SHOT**

400

**THIS IS THE SCORE.  
IT WILL DISPLAY THE TOTAL  
SCORE OF EACH LEVEL**

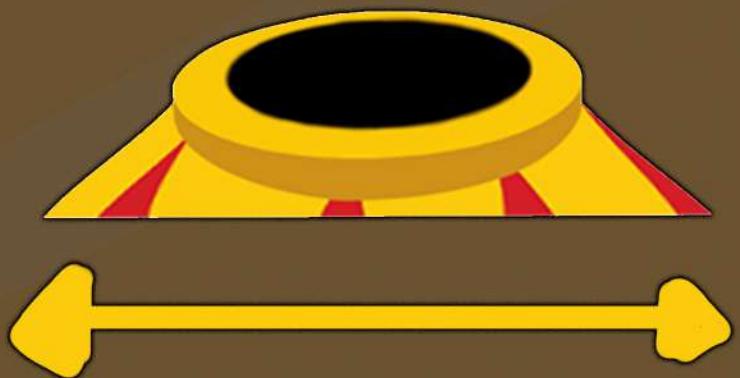


**THIS IS YOUR LIVES.**

**IT CAN BE REGENERATED BY WINNING  
A LEVEL BUT EACH LOSE WILL REMOVE  
1 HEART. ONCE ALL HEART IS DEPLETED,  
THE PLAYER WILL BE BROUGHT BACK  
TO EACH BEGINNING  
OF THE STAGE**

# ÚSEFUL OBJECT

**BUCKET IS A MOVING OBJECT  
THAT LOOPS ON THE  
BOTTOM OF THE SCREEN**



**IF THE BALL WENT  
INSIDE THE BUCKET,  
THE PLAYER WILL BE  
REWARDED WITH  
ONE FREE BALL  
AND  
A HUGE SCORE OF  
25.000!**



# **STAGES AND LEVEL**

**EACH STAGE CONSISTED OF 5 LEVELS,  
FOR EXAMPLE:**

**STAGE 1 = LEVEL 1-1 TO LEVEL 1-5**

**STAGE 5 - LEVEL 5-1 TO LEVEL 5-5**

**EVERY STAGE WILL HAVE  
A DIFFERENT THEME AND  
BACKGROUND MUSIC**



**SPACE**



**SUNNY AND NIGHT**



**DESSERT**

# PEGS CÓLÓR



**THIS IS BLUE PEG.  
IT'S MAIN OBJECTIVE IS  
TO GIVE SCORE AND FILL THE FREE  
BALL METER**



**THIS IS ORANGE PEG.  
IT'S MAIN OBJECTIVE IS  
TO CLEAR THE LEVEL, FILL THE FEVER  
METER, AND GIVES SCORE**



**THIS IS GREEN PEG.  
IT'S MAIN OBJECTIVE IS  
TO ACTIVATE THE PLAYER CHARACTER  
POWER**



**THIS IS RAINBOW PEG.  
IT'S MAIN OBJECTIVE IS TO FILL THE  
FREEBALL METER FASTER AND GIVE  
HIGH SCORE. ONLY ONE CAN BE SPAWN  
EACH LEVEL FROM STAGE 2**



**THIS IS PINK PEG.  
IT IS A ELEMENTAL PEG THAT GIVES  
THE PLAYER ELEMENTAL BALL.  
ONCE THE ELEMENTAL BALL HIT THIS  
ELEMENTAL PEG, IT CREATE A  
ELEMENTAL REACTION**

# **PEGS TYPE**

**EACH PEG HAS DIFFERENT SHAPE  
TO ENSURE DIFFERENT LAYOUT  
EACH LEVEL**

**ROUNDED BRICK**



**MORE ROUNDED  
BRICK**



**BRICK**



**ARC TYPE**



**BRICK TYPE**



**CIRCLE TYPE**

# PEGS CHARACTERISTICS

TO INCREASE THE DIFFICULTIES AND COMPLEXITY,  
INTRODUCING PEGS WITH  
CHARACTERISTICS!



MOVING PEGS.  
THESE PEGS WILL MOVE AROUND



HARD PEGS.  
THESE PEGS REQUIRE 2 HITS  
TO BE DESTROYED



ROTATING PEGS.  
THESE PEGS WILL ROTATE AROUND  
THE AREA



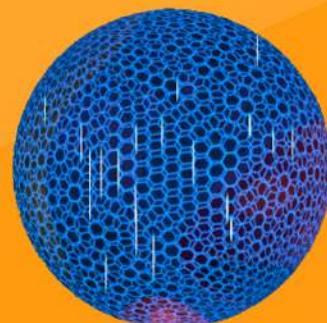
KILLZONE.  
THIS ZONE WILL INSTANTLY  
DESTROY PLAYER BALL



DISAPPEARING PEGS.  
THESE PEGS WILL VANISH  
FOR A FEW SECONDS



HIGH-GRAVITY PEGS AND ZONE.  
THESE PEGS AND ZONE  
WILL INCREASE THE GRAVITY  
FOR THE BALL



# ELEMENTAL REACTIÓN

INTRODUCING ELEMENTAL REACTION!  
THIS MECHANICS WILL TRIGGER DIFFERENT  
REACTION FROM COMBINING TWO DIFFERENT  
ELEMENTS

FIRE

WATER

EARTH

WIND



NEUTRAL



THESE ARE ELEMENT BALL

ELEMENT BALL IS USED TO TRIGGER  
ELEMENT REACTION BY HITTING  
DIFFERENT ELEMENT PEGS

# ELEMENTAL REACTIÓN

**THERE ARE 6 ELEMENT REACTIONS IN THE GAME**



**STEAM: CREATE A STEAM EXPLOSION, HITTING NEARBY PEGS**

**FLAMESTRIKE: SEND DOWN A FLAME FOR A FEW SECONDS AND EXPLODE, HITTING NEARBY PEGS**

**FIRESTORM: CREATE A WALL OF FIRE FOR A FEW SECONDS, HITTING NEARBY PEGS**

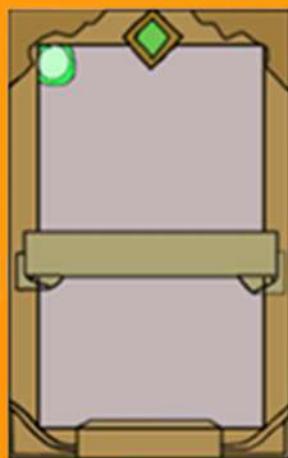
**WIND RAIN: SPAWN 3 BALLS ON THE REACTION**

**MUD RAIN: ITS RAINING MUD! ALL MOVING PEGS AND BUCKET WILL SLOWED DOWN AND HARD PEGS WILL ONLY NEED 1 HIT TO BE DESTROYED**

**TORNADO: CREATES A TORNADO, RANDOMIZE 10 LOCATION OF PEGS ON THE LEVEL**

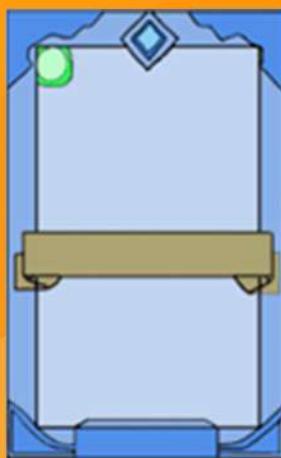
# PÓWERÚP CARDS

THERE ARE 4 CARDS WITH DIFFERENT RARITIES.  
**COMMON, RARE, EPIC, AND LEGENDARY**



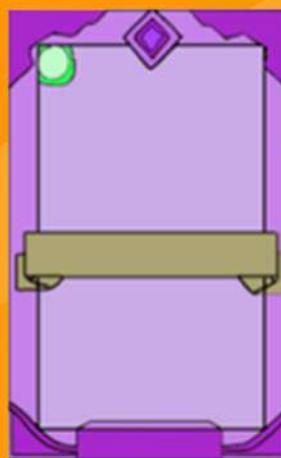
**COMMON**

**50%**



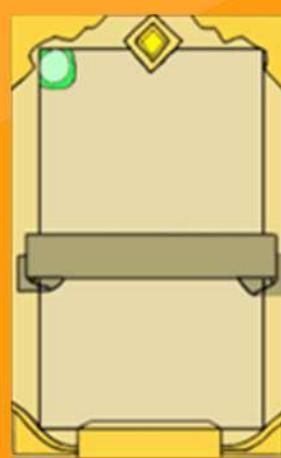
**RARE**

**35%**



**EPIC**

**10%**



**LEGENDARY**

**5%**



**STAGE 5**

**35%**

**30%**

**20%**

**15%**

**HIGHER DROP RATE!**

# PÓWERÚP CARDS

**THERE ARE 21 CARDS IN TOTAL  
THAT GET BE OBTAINED, EACH  
WIN WILL GIVE THE PLAYER A CARD**



**REMEMBER,  
EACH POWER ON  
PICKED CARD  
LASTED 1 LEVEL**

**COLLECT AND  
USE, DEPENDING  
ON THE LEVEL.  
BE STRATEGIC!  
ONLY 10 ENERGY  
IN TOTAL OF CARDS  
THAT CAN BE BROUGHT**



# CARD MANAGEMENT



YOUR OWNED  
CARDS!  
(CALL YOUR CARDS!)

YOUR PICKED  
CARDS!  
(JUST DRAG AND  
DROP)

YOUR ENERGY  
LIMIT!

(INCREASED BY USING  
PORKY!)

DETAILED  
INFORMATION!  
(BIGGER SIZE)

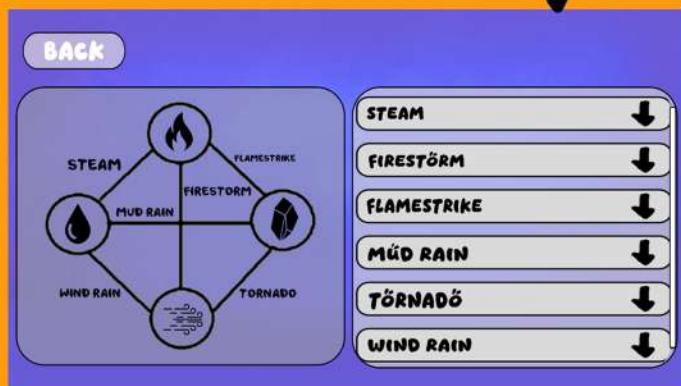
BRING YOUR CARDS TO THE NEXT LEVEL  
AND GAIN MASSIVE ADVANTAGE!

# ÚSEFUL TIPS



**INVENTORY!**

CHECK OUT THE INVENTORY TO SEE YOUR AVAILABLE CARDS!



**ELEMENT TUTORIAL!**

CHECK OUT THE ELEMENT TUTORIAL TO SEE ALL REACTIONS!



PAUSE THE GAME AND DO VARIOUS THINGS!  
(LIKE SEE YOUR CURRENT LEVEL)

# **STYLE SHOTS**

**STYLE SHOTS IS A BONUS SCORE IF  
PLAYER ABLE TO DO AMAZING HIDDEN  
TRICKS!**

**THERE ARE A TOTAL OF 10 STYLE SHOTS  
THAT ARE HIDDEN IN THE GAME.  
GO EXPERIMENT!**



**FOR EXAMPLE, IF PLAYER ABLE TO HIT  
ORANGE PEG AND THE BALL TRAVEL FAR BEFORE  
HITTING ANOTHER ORANGE PEG,  
IT WILL GIVE THE PLAYER A BONUS SCORE!**

# CREDIT

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JEANNY PRAGANTHA, IR., M.ENG**

**GAME DEVELOPMENT!**



**UNTAR**  
FAKULTAS  
TEKNOLOGI INFORMASI



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