

GameBoyz 2 Men Inc.

Holey Roller

Your Game Logo



Generic Blank Game Design Document (GDD)

'Roll into the New Year!' - GameBoyz 2 Men

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Game Development Team Members

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1 Game Overview

Title: Super Sapien Sphere (Placeholder)
Platform: PC Standalone
Genre: Platformer
Rating: (10+) ESRB
Target: Casual gamer (aging from 11 - 99)
 Serious games
Release date: 10 December, 2020
Publisher: GameBoyz II Men

Description: This section describes the high level overview of your game. Put as much detail into this section as you can. This should contain your elevator pitch and more details to capture the attention and get the reader to want to play your game.

The Player is a ball and controls the movement of it. The Player must move towards the end point (denoted by the Red Platform) while avoiding falling off the platform. There will be trapholes/pitfalls and obstacles that will hinder the progress of the player or knock them off their path. Points are awarded to the Player for picking up "Coins" (placeholder) and depending on how fast the Player completes the stage, the Player will receive bonus points.

The total points the Player earned in a stage will be displayed on an End Screen result, along with a message and a rank based on their Points (e.g. "D+ Do Better!", "A+ Amazing!"). Additionally, based on how many Points the Player earned on the previous stages, the Player might receive additional Lives for their next stage.

2 High Concept

A game that will encapsulate the player as a sphere as they traverse through the puzzles and obstacles as they strive to reach the end of the level without falling off the platform as they race against the clock.

3 Unique Selling Points

Addicting levels that will challenge the players hand eye coordination. Go too fast and risk falling to your doom! Go too slow and risk looking like a noob! Avoid tricks and traps to reach the finish line and claim your name as the champion. Time and gravity is your enemy!
Speed thrills!

4 Platform Minimum Requirements

TBD

5 Competitors / Similar Titles

Super Monkey Ball.
Maze Ball.

6 Synopsis

The Game Master has trapped you in a ball, and the only way out alive is to roll to your freedom!

7 Game Objectives

Generally, the Player must reach the “Finish Line” to finish the stage. On some stages, the Player must collect a certain number of “Coins” to pass the stage. The Player must accomplish these objectives while simultaneously overcoming or avoiding obstacles.

8 Game Rules

- Finish level within time limit
- Avoid Impeding obstacles
- Gain extra life upon level completion/score

9 Game Structure

10 Game Play

10.1 Game Controls

W / Up-Arrow Key - Move forward.
A / Left-Arrow Key - Move left.
S / Down-Arrow Key - Move backwards.
D / Right-Arrow Key - Move right.
Spacebar - Jump / Hop.

10.2 Game Camera

The Game Camera will be following the Ball from behind. Depending on how fast the Player is moving, the Camera will increase the FOV, or decrease the FOV towards the default value while slowing down.

10.2.1 HUD

10.2.2 Maps

11 Players

The Player will be inside a Ball, controlling the motion of it.

11.1 Characters

11.2 Metrics

11.3 States

11.4 Weapons

None.

12 Player Line-up

3 Balls (Planned for the Future):

Default Ball - Moderate Weight, Moderate Speed.

Light Ball - Light Weight, Fast Speed.

Heavy Ball - Heavy Weight, Slower Speed.

13 NPC

13.1 Enemies

The Enemies of the game would be obstacles. The Player will not have a health point, so they will not take damage from the obstacles, but instead will be knocked away by a certain amount of force to try to knock the Player off the stage.

13.1.1 Enemy States

13.1.2 Enemy Spawn Points

13.2 Allies / Companions

None

13.2.1 Ally States

13.2.2 Ally Spawn Points

14 Art

14.1 Setting

14.2 Level Design

14.3 Audio

15 Procedurally Generated Content

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