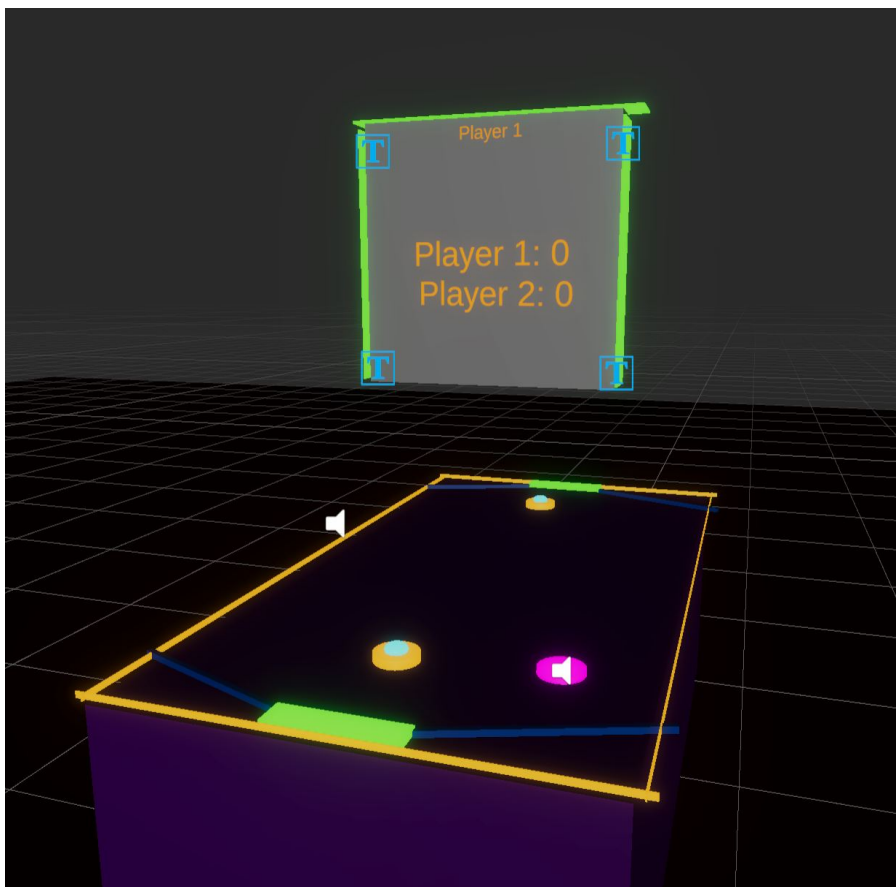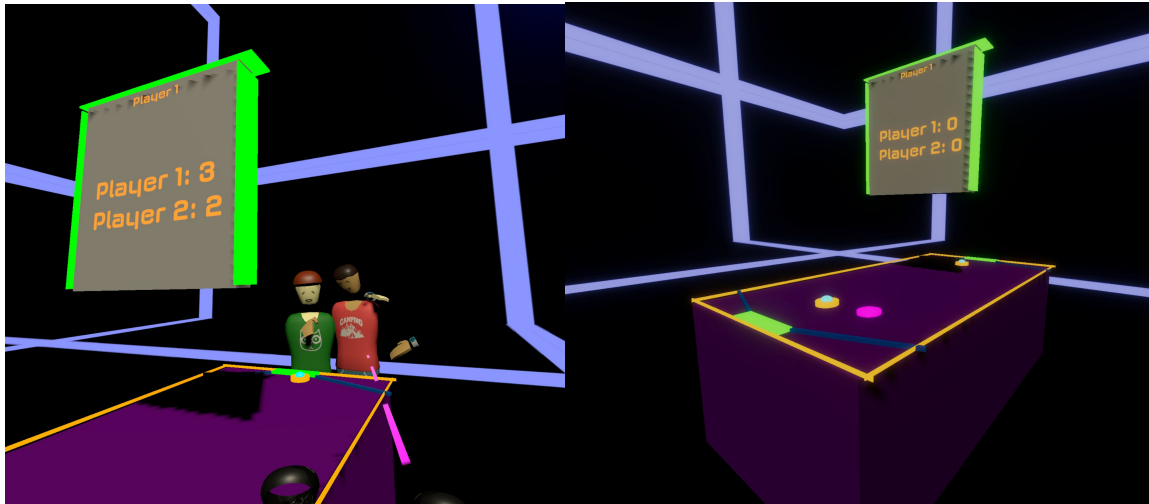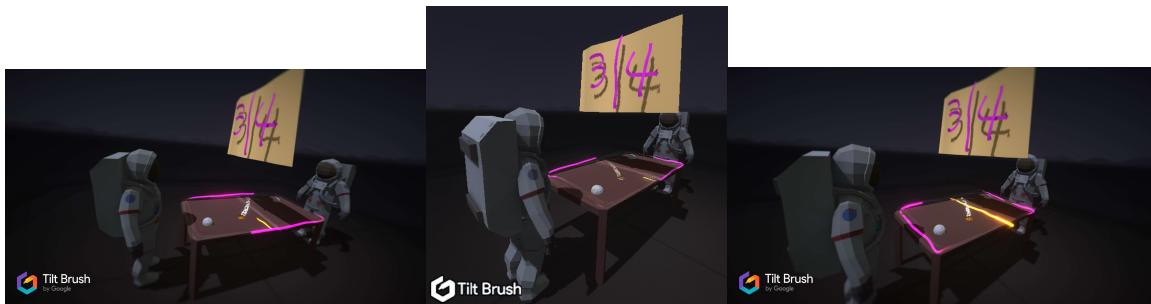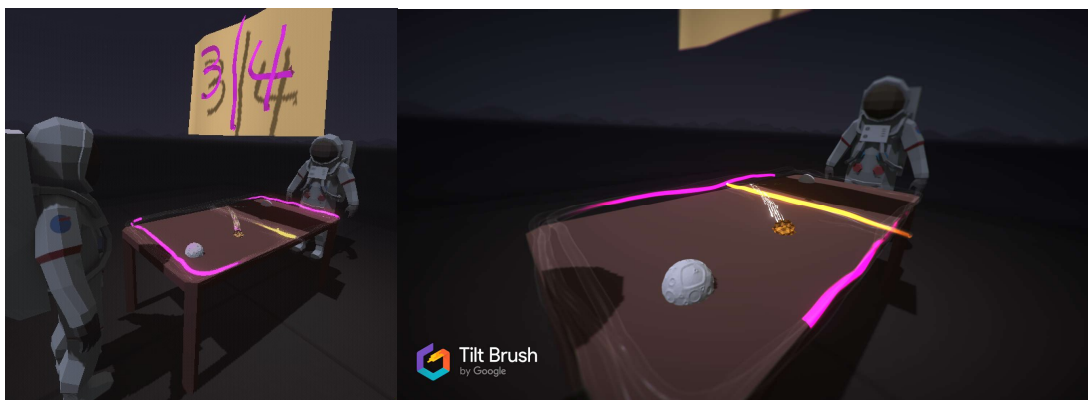# Air Hockey

Initial concept Art

1.0 Overview

1.1 Game Summary

This mini-game is designed to show off how VR can be used to play an air hockey game.
This game is designed to play with one other person and the core idea is to use the handle to hit the puck into the opponent's goal.
Whoever is the first to get to 10 goals wins.

1.2 Desired Experience

Our goal is to replicate the experience of playing air hockey.

1.3 Desired Player Behaviours

1 v 1 playing air hockey

1.4 Actual Mechanics

1.4.1 Grab handle

The handle is grabbable by using the VR hands Grab button.

1.4.2 Hit Puk

The handle is the only item capable of adding force to the puck.
The player must use the handle to hit the puck

1.4.3 Puk - Walls and table base

The puck will be floating with very low drag.
The puck will bounce off the table walls.

1.4.4 Score

When the puck collides with the goal the puck is destroyed and +1 is added to the opponent's score.

1.5 Controls

Grab the puck with the grab button

2.0 Style and Feel

2.1 Summary of Desired Audiovisual Style

Follow game theme

2.2 Desired Visual Style

Following the neon theme of the game

2.3 Desired Audio Style

Synthwave arcade following game theme

2.4 User Interface

Scoreboard

2.5 Camera Controls

Same VR player as all of the other games

3.0 Game Flow

3.1 The Game Minute

Player 1 and player 2 enter the room and have a discussion on who is playing on what side of the table. Play around with the handles to get a feel for them. Once they are comfortable they can then start the game by hitting the puk.

Player 1 hits the puk and the game starts with the players going back and forth attempting to score in the opposite goal. Once a player reaches 10 points then the game is over and the score reset.

3.2 Game Flow Diagram
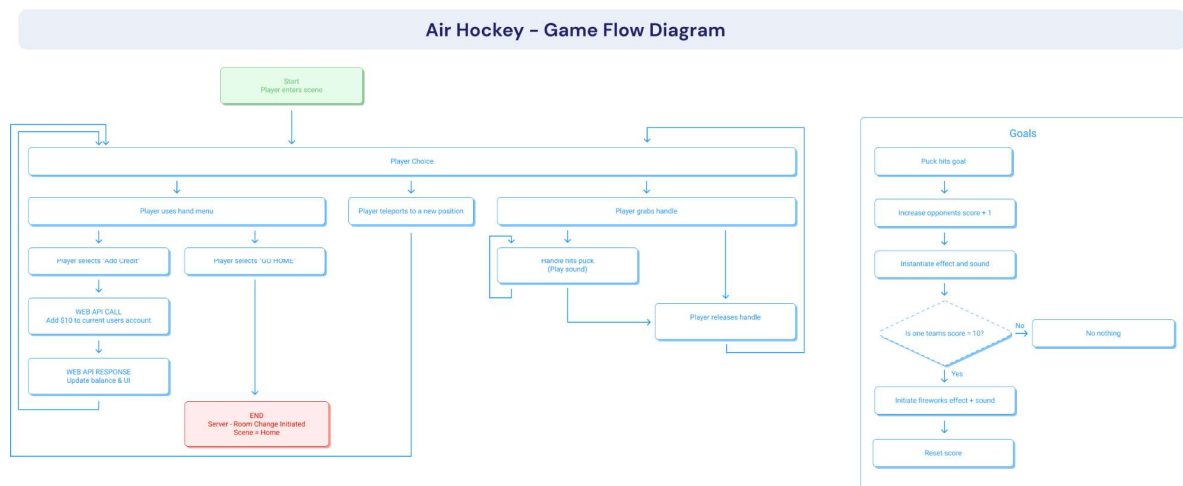
https://drive.google.com/file/d/1SuOiZE2mrG9m6zLCEOZ_6lJuHzeL3pUN/view?usp=sharing

4.0 Target Audience

Same as main GDD

5.0 Asset List

5.1 3D Assets

Table
Scoreboard
Handle
Puck
Decorative assets

5.2 Audio Assets

Handle hits puck
The puck hits goal / destroyed
Background music - Chill
Fireworks

6.0 Interactions Table

The Player's hand can grab the handle
The handle can hit and add force to the puck
The puck floats at a locked height above the table
The puck can hit the goal.