

Game Overview: Roll a ball

Created by Jiaxin Tong

Concept of the game

It's an introduction to use with Unity with 5 features as below:

1. Background music and music when having trigger with cubes.
2. Color of rolling ball can change. Game has two kinds of collections. Cubes and Spheres. The color of rolling ball will turn from white into yellow when trigger with spheres in odd times and turn back to white in even times.
3. Scale of rolling ball can change. The scale will become bigger when trigger with spheres in odd times and back to original scale in even times.
4. Count of score on the top left corner can increase and decrease. Count +1 when trigger with a yellow cube, -1 with black sphere.
5. Text and restart button. If all yellow cubes are destroyed, the text will show "win". Then add a button to reactive if player want to play again.

Game flow

Player operate the ball with keyboard up and down.

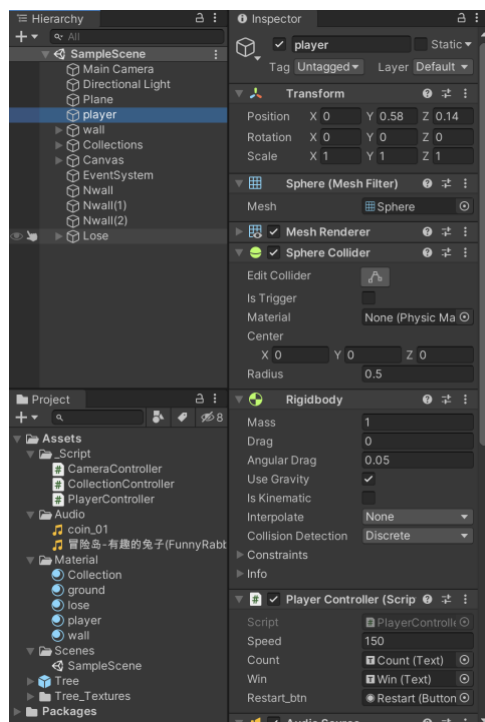
Count can plus or minus according to the trigger(yellow cubes or black spheres).

Player will win after triggering all yellow cubes.

Player can restart or quit.

Game elements/assets

Hierarchy and Assets are shown as below.



Main characters

Restricted area surrounded by wall.

A white ball represents player.

Eight yellow cubes.

Three black spheres.

Count text.

Restart button.

Story

- ***Theme***

Action game.

- ***Entire story of this game***

In the beginning, the count equals to 0. Player operates the white ball. If the ball have a trigger with a yellow cube, the scale of ball become bigger and count plus 1. If encounter again with another yellow cube , the scale of ball back to original and count still plus 1. If the ball have a trigger with a black sphere, count minus 1. The count is calculated on the top left corner.

Game play

- ***Goal – Why the player is playing your game?***

This is an action game. Player can relax and test.

Game Mechanics - What actions does the player take?

Act with keyboard up and down.

Have trigger with yellow cubes or black spheres.

- ***Abilities and power-ups – Further elaborate on the game mechanics.***

There will be some walls moving and some walls which player need to jump across.

There will be another level of area below level 1. Player can jump from level 1 to below.

- ***Losing or restarting - What are the losing conditions for the game?***

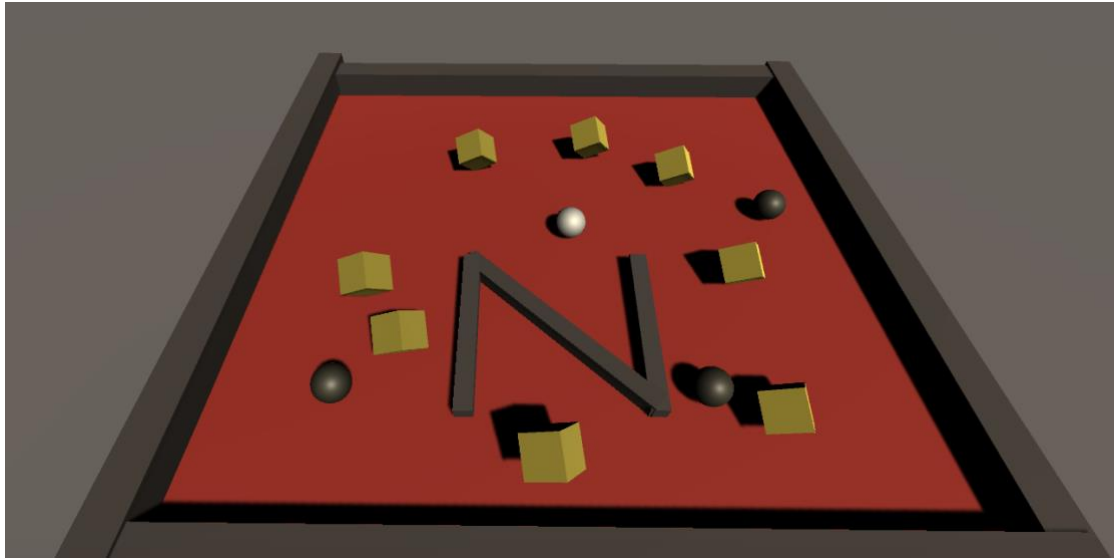
The count will minus 1 if encountering black spheres.

- ***Define player skills – What would a good player be good at?***

Pick up all yellow cubes without black spheres.

Graphics and Styling

- ***Make it visual with examples.***



- ***Music and Sound Effects***

The background sound download from Unity Asset Store.

- ***Technical Description***

The first small game created with Unity.