BallTag Game Jiri Valasek/j_valasek	**Target Audience:** ___Idle_persons_____ **Gamer Type:** ___Casual_____ **Target Platforms:** ___Desktop,_Windows_ **Genre:** ___Idle_____ **Number of Players:** ___1_____ **Release Date:** ___10.1.2025_____

High Concept Statement

The BallTag rolls. It's great at killing spare time, just catch the enemy and then evade until his time runs out. Be the one who catches the other quicker, pick power-ups to get an extra boost.

Feature Set

- Physics based control of a ball with the third person point of view.
- Constrained arenas with various obstacles to use for evasion of the enemy.
- Power-ups to help the player get an edge on the enemy, but the enemy races to destroy them so it is not so easy for the player.
- Protection time to get and give some head start to player and the enemy.

Team Roles

- Design - Jiri Valasek
- Programming - Jiri Valasek
- Art – Free asset hunting

The Competition

This game is uniquely combines the racing experience with a potential to develop your own tactics to best the enemy and without the routine of going only left, right or straight how the track dictates. Hence, this game found a niche although the idle game competition is broad.

Innovation/Creativity

- Simple tag game idea to understand.
- Power-ups to make it more interesting.

- Only two players with protection timeout to keep it engaging, no NPC catching each other while player just watches.

Scope Management

DESIGN:

- Simple enemy behavior – GREEN
- Advanced AI enemy behavior (GOAP, RL) – RED
- Character development – RED
- In-game monetization system – RED

ART:

- Default unity objects – GREEN
- Free assets – GREEN
- Custom artwork – ORANGE

PROGRAMMING:

Main menu:

- Level management – GREEN
- Music control – GREEN
- Difficulty setting - ORANGE
- Character (ball) customizations e.g. skins – RED
- Character development e.g. price money and increasing speed/turning/boosts – RED
- Monetization for development – RED
- Advertisement monetization – RED
- Player performance comparison / leader board – RED

Levels:

- Player control – GREEN
- 3rd person camera control – GREEN
- Simple enemy evading/catching – GREEN
- Pick-up items handling – GREEN
- Pause Menu – GREEN
- Enemy attention to pick-up items – ORANGE
- Power-up based exclusive access zones – ORANGE
- Player performance grading – ORANGE
- Enemy power-up behavior change – RED