Ball Rolling Game

<Johnny Yu Productions>

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# 

# Overview

## Theme / Setting / Genre

- <3D Platformer>

## Core Gameplay Mechanics Brief

- Rolling Ball

- Jump onto platform

- Third Person Camera

- <Gameplay Mechanic #4>

## Targeted platforms

- PC

## Monetization model (Brief/Document)

- Steam

## Project Scope

- <Game Time Scale>

- No Cost

- 3 months

- <Team Size>

- 1

- Johnny

- Everything

- $0

- No Licencing or Hardware Costs

- <Total Costs with breakdown>

## Influences (Brief)

### - <Influence #1>

- Mario 64

- Third person camera view and 3D platformer

### - <Influence #2>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #3>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #4>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## The elevator Pitch

Third person, platforming, 3D rolling balls.

## Project Description (Brief):

A series of levels where you try to get a ball from one end to another. Jumps and puzzles on each level. Levels will progressively get harder.

Different colours on the ground will affect your player in different ways such as speed, jump height, etc.

## 

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- Rolling Ball as Character

- Block Power Ups

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- Rolling Ball

The player is a ball. The ball moves by rolling

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

Rolling Ball

## Story (Detailed)

Rolling Ball going through puzzles

## Gameplay (Brief)

Get to the end of a level as a ball without falling off

## Gameplay (Detailed)

Get to the end of a level as a ball while going through puzzles. Use different blocks on the ground to get different power ups. Falling off resets level. Complete all levels.

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Red Ball

- White Ball

- Orange Ball

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- April

- Finished Level 1

- Finish most scripts for game

### - <Object #2>

- May

- Finished Level 2

- Added Sounds/Player Skins

### - <Object #3>

- June 1

- Done Game

- Have Players Test

### - <Object #4>

- June 1 - 20

- Review Feedback

- Fix Game using Feedback

- Done