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Cat in the Box Games

Find The Ball

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# 

# Tittle Page

## Game Name

Find The Ball

## Working Team

Joao Pedro Baraky – Game Design, Game Development

## Game Engine

Game made in Unity 2023.2.6f1 and scripts in C#, Version control via GitHub.

# Game Overview

## Game Concept

Find the Ball is a quick and engaging game. Three cups, one ball. Watch closely as the cups shuffle, then choose the cup hiding the ball. The main objective of this project is to have a template for this kind of game.

## Feature Set

What are the key phrases of the game? What is the selling point, what differs it from another games?

## Game Platform

PC

## Target Audience

Target audience demographics (age, sex, etc.) and psychographics (interests, beliefs, etc.).

## Genre(s)

List of Genres that the game fits and brief explanation of genre, list.

## Look and Fell

What does the game look like and fell? Style of the graphics and animations. Influences that brought together the game.

## Project Scope

Brief outline of the number of locations, levels, npcs, etc. Just to have an idea of the size of the project.

# Gameplay

## Objectives

The main objective of the game is for the player to find in which cup the ball is hidden. The cup in which the ball is physically moved in the table, so players can follow it.

## Lose Condition

Player chooses the wrong cup.

## Game Progression

How the game moves from the beginning to the end? It gets harder as the player goes?

## Challenge Structure (Missions)

How are the missions that make the game move forward?

## Puzzle Structure

If there are any puzzles in the game how they work?

## Game Flow

How the game flows for the main player?

## Reward System

How is the player rewarded? Points? Money? Exp?

# Mechanics

## Rules

What are the rules to the game, both implicit and explicit?

## Movement

How the player movement through the screen?

## Physics

How does the physical universe work?

## Objects

How to interact with the objects of the game, pick them up, move then.

## Economy

What is the economy of the game? How does it work? There is money and trade the player can do?

## Actions

What kind of actions the player can do to interact with the world? Pull a Lever, flip a switch.

## Combat

there is combat in the game, how does it work?

## Screen Flow

How each screen interacts with each other? Put a brief description of each screen and a flowchart describing the flow.

## Game Options

What are the options and how do they affect game play?

## Replaying and Saving

How does the game save and there are any incentives/consequences to replaying the game?

## Cheats and Easter Eggs

List of any cheats or Easter eggs that the player can access.

# Story and Narrative

## Back Story

Prologue detailing the set backstory.

## Plot Elements

Exposition, conflict, rising action, climax, falling action and resolution.

## Game Story Progression

How the story of the game progresses?

## Cut Scenes

### Name of cut scene (each)

Description of the cut scene, with actors, setting, storyboard or script.

# Characters

## List of Main Characters

#### Name (for Each)

##### Back Story

##### Personality

##### Appearance

##### Abilities

##### Relevance to the story

##### Relationship to other characters

## Non-combat and Friendly Characters

#### Name (for each)

Brief description of each.

## List of Enemies

### Bosses

#### Name (for each Boss)

##### Area Found

##### Abilities

##### Appearance

##### Relevance to the Story

##### Relationship with other characters

##### 

### Common Enemies

#### Name (for each Common Enemies)

##### Area Found

##### Abilities

##### Appearance

##### Relevance to the Story

##### Relationship with other characters

## Artificial Intelligence use in Characters

If there is AI, how it is used and how it interacts with the player?

# Game World

## Setting

Example: Historical fantasy version of medieval Europe.

## General Look and Fell of the World

How the world looks and fells at a first glance?

## Areas

#### Name of the Area (for each)

##### Area Description

##### Relation to the World

# Levels

## Training Level (Tutorial)

How is the first level set to teach the player how to play the game?

## List of Levels

#### Name of the Level (For each one)

##### Synopsis

##### Objectives

##### Required Level material/tools and how its provided

##### Level Details

###### Level Map

###### Critical Path player needs to take

###### Important and incidental encounters

###### Accidental encounters

###### Secrets

###### Level Music

# Interface

## Visual System

### HUD

UI elements, how the player interact with then and how they affect the game.

### Menus

Menus and how the player interact with then.

### Camera Model

If there is any camera control, how does it work?

## Control Systems

What are the controls of the game? Details of buttons and control schemes, if there are more than one.

## Audio

### Music

List of music that are in the game.

### SFX

List of sound effects that are in the game and where is used.

## Help System

Systems in place to help the player

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