Game Design Document

Team 2: Pregame
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Contents

Game Development Team

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(See Audio and Visuals)

Game Overview

Title: Pregame Party
Platform: Windows and Mac OS
Genre: Party game
Rating: (10+) ESRB
Target: Group Gamers
Release Date: May 8, 2019
Publisher: Pregame

High Concept

Pregame Party is a 3D party video game featuring two minigames that is intended to play in a group setting. The first game, Fruit Fall, is a timer-based survival game where the player has to survive by collecting fruits and adding time to play longer. The second game, Beer Pong, is a score-based game where the Player shoots the ball into the cup, trying to have the least amount of throws possible and clearing all cups.

Unique Selling Points

- Inspired from Mario Party mini games
- Multiple games packed into one
- Fun for everyone

Platform Minimum Requirements

Windows or Mac OS

Synopsis

You need a game for a party and a game that everyone will enjoy. You can be a fruit basket and race against time to see who can survive the longest. Or you can shoot a ping pong ball into cups and see who has the most accurate shot and get all the cups in the least amount of shots.

Game Objectives

The objective of the game is to be the best player out of all your friends. Survive the longest in Fruit Fall or be the top shot in Beer Pong.

Game Rules

The Fruit Fall level is set in a closed environment where fruits spawn from the sky and the Player has to move the basket to collect fruits. The Player reaches a game over scene if not enough fruits are collected in time to survive. Beer Pong is also set in a closed environment where the player can move around a room. The player has to stand behind the table and try to shoot the ball into the cups. The game ends when the player has successfully shot the ball into all the cups or has missed a few shots.

Gameplay
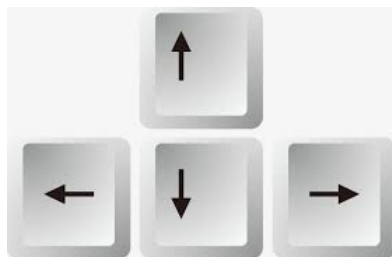
Fruit Fall and Beer Pong is played using the arrow keys to move the Player around.

Beer Pong has an additional control as to where the user has to left click the mouse in order to shoot the ball.

HUD

Beer Pong : N/A
Fruit Fall:
TIME
Indicates the amount of team left until game over. The time is displayed as a float value.

Time:

Maps

Fruit fall only contains one level which is supposed to simulate being in a tropical environment with fruit falling. Beer Pong takes place in an enclosed room with brick walls, similar to an environment that is expected to play a game such as beer pong in.

Player

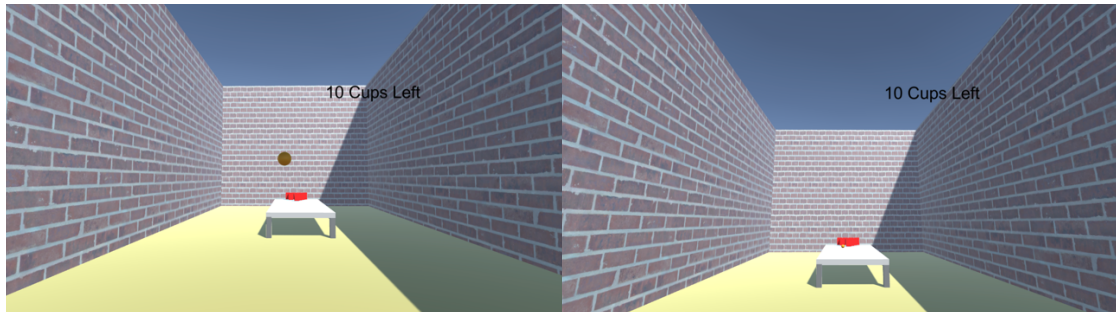## Player Character and States

In Fruit Fall, you control a basket
State: Only one single state for the basket
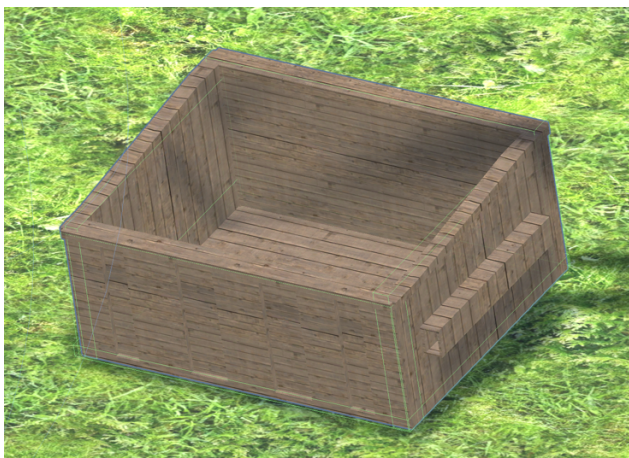
In Beer Pong, you are played in first person view
States:

Idle (Left): Ball Appears in front of you, ready to fire
Shooting (right): Ball leaves you, waiting to respawn the next ball

NPC

In Fruit Fall, the non-playable characters appear as fruits. While they do not attack character, not getting fruits could mean the end for the Player's game time.
The fruits are as followed: apple, banana, kiwi, pear, and strawberry

Enemy States:
Only one state, falling

Spawning

Fruits spawn from random points around the map with a fixed y point. The locations in which they spawn is randomized and the area they can spawn is set to

the same as the player movements so that no fruits spawn outside an area where the Player cannot move.

Art

Setting

In Fruit Fall the game takes place in a fictional tropical setting surrounded by trees. In Beer Pong, the game takes place inside an enclosed, brick-walled room

Level Design

In Fruit Fall, give the illusion of the boundaries of player movements, trees were added close to the limits of the player movement. In Beer Pong, the brick-walled rooms give the players the aesthetics of being inside an actual house. The setting of each game corresponds to the type of game which helps enhance the aesthetics.

Audio

NAME	CATEGORY	DESCRIPTION	ARTIST
Jungle.mp3	Music	Fruit Fall scene music	Scrabbit
Accept.mp3	FX	Basket with fruit collision sfx	ViRiX
Utopia Breakdown Loop 2.mp3	Music	Main menu music	Cymatics
Utopia Drop Loop 1.mp3	Music	Game selection music	Cymatics
Utopia Breakdown Loop 3.mp3	Music	Game over scene music	Cymatics

Utopia FX 3	FX	Menu click sfx	Cymatics
Utopia FX 8	FX	Game Quit sfx	Cymatics
Splash1.wav	FX	Beer Pong hitting cup sfx	Michel Baradari

Jungle.mp3
https://opengameart.org/content/jungle-jumpin

Accept.mp3
https://opengameart.org/content/ui-accept-or-forward

Cymatics Sound Pack
https://cymatics.fm/pages/thank-utopia-lp?submissionGuid=7ac02e5a-58b0-4f72-a1d6-364aacc62320

Splash1.wav
https://opengameart.org/content/water-splashes

Visuals

NAME	CATEGORY	DESCRIPTION	ARTIST
Grass_ground_2y_d	Texture	Fruit Fall floor texture	CryHam
Grass_ground_d	Texture	Fruit Fall floor texture	CryHam
AppleFall, BananaFall, KiwiHalfFall, PearFall, StrawberryFall	Sprites	Fruit Pack	ASTRO3D

Dumpster.obj	Sprites	Basket bin	exocet
Bricks2.jpg	Texture	Wall texture in Beer Pong	Bart K.
First Person Camera Controller	Gameplay	Beer Pong camera movement	Unity Technologies

Terrain Texture Pack:

https://opengameart.org/content/terrain-textures-pack-from-stunt-rally-23

Fruit Pack:

https://assetstore.unity.com/packages/3d/props/food/fruit-pack-80254

Basket Bin:

https://opengameart.org/content/3d-dumpstergarbage-bin

Brick Texture:

https://opengameart.org/content/brick-texture

First Person Camera Controller:

https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351

Our Own Art

Splash Screen, Title Menu 'Pregame Party' – Kyle Gloria

Scripts

Creating a Unity environment
https://www.youtube.com/watch?v=TiRdevD3EJc&t=464s

Creating a Countdown Timer:
https://www.youtube.com/watch?v=E6qEPJUAZNk

Shooting a ball:
https://www.youtube.com/watch?v=5Mo-r8w30Eo

Wishlist

- Add more visuals in Beer Pong room
- Add a 'Total Time survived' score at the end in Fruit Fall
- Add a 'Total amount of throws' score in Beer Pong
- Create 'bombs' in Fruit Fall
- More time