Game Design Document

# Game Overview

## High Concept (Elevator Pitch)

## We are going to design the most epic version of pong ever in existence. And add a new game mode called Fast Pong which will have multiple balls and be faster.

## Game Summary

We will make Pong, which has 2 paddles and a ball, the ball gets bounced off the paddles and to score you need to get the ball past the other player’s paddle. You must get ten points to get the win.

# Gameplay

## First Minutes

The player will see the start screen first then can either play Regular Pong or Fast Pong.

## Game Flow

Players use the paddles to hit the ball past the other player’s paddle.

## Victory/Lose Conditions

## A player must get ten points to win.

## Asset List

The feel of the pong game is unchanged from the original in classic mode, and in our alternate, it is more humorous in visuals and gameplay. https://docs.google.com/spreadsheets/d/1dwt2yp-s3hoGZwA9xf\_RVk\_42kVLlFd7xCkS7NcQj2k/edit?usp=sharing

# Target Audience

Anyone can play regardless of age.

# Schedule

## Day 1

Classic pong mode and respective assets should all be finalized and working, and variant pong’s main modifiers of gameplay should be in progress. Art might be in progress, as well as sounds. But the main focus is to get the code working.

## Day 2

Art should be in progress, about halfway or more done. Variant’s direction and purpose should be solidified. Scripts for mechanics should be pretty close to done. Sounds should also be halfway done.

## Day 3

Code and art should be finished. Sounds should be very close to finished. Maybe start adding more flair if done.

## Day 4

Finish up the extras and cancel any that we feel cannot be completed within the given time. Otherwise all requirements should be fulfilled.