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 [To be written by the Producer]

[Describe the feel of the game here and list out the assets that will need to be created for the project. Most of the heavy lifting will be done in the Art Style Guide that the Art Lead is responsible for yet the GDD has this section to list out the assets that will need to be created and how it pertains to gameplay.]

# Target Audience

Anyone can play regardless of age.

# Schedule [To be written by the producer]

## Day 1

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone one and by whom. Do not assign something to people until the start of each day!]

## Day 2

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone two and by whom. Do not assign something to people until the start of each day!.]

## Day 3

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone three and by whom. Do not assign something to people until the start of each day!]

## Day 4

[Describe what state the game should be in and list all the assets, code, art, etc. that should be done at the end of day/milestone three and by whom. Do not assign something to people until the start of each day!]