Game Design Document

[DIRECTIONS ARE IN RED, THOSE SECTIONS ARE TO BE WRITTEN BY THE CREATIVE DIRECTOR AFTER CONSULTING WITH THE TEAM. PLEASE READ THIS WHOLE DOCUMENT HOWEVER AS IT HAS INFORMATION ABOUT THE FRAMEWORK THAT YOU WILL BE USING. RED TEXT IS FOR INFO AND SHOULD BE REMOVED BEFORE YOU SUBMIT. THIS IS A LIVING DOCUMENT AND SHOULD BE UPDATED TO CONTAIN ART ASSETS AND DIAGRAMS TO SUPPORT THE WRITING THAT YOU ARE DOING. A PICTURE CAN CONVEY INFORMATION MUCH QUICKER THAN WORDS CAN.]

# **Game Overview**

## **High Concept (Elevator Pitch)**

## Our pong will have a theming of “sans from undertale”. Bones will show up, providing obstacles for the player

## **Game Summary**

The game plays like pong, but with various obstacles popping up, bouncing back the ball at players. The game is themed after a certain skeleton, with music and visuals accompanying it.

# **Gameplay**

## **First Minutes**

The player boots up the game, and is met with a title screen. Upon starting, The music will immediately play, a loop that sounds like megalovania but isn’t.

## **Game Flow**

Game Start - Sprites spawn in - ball moves- Players play, bouncing ball as it increases till one scores - point awarded - repeat till winner

## **Victory/Lose Conditions**

The first player to gain 10 points is declared the winner. Therefore, letting the opponent reach 10 points first is the lose condition.

## **Asset List [To be written by the Producer]**

Jordan: Producer

Koben: Tech Lead

Anmei: Art Lead

Zoey: Design Lead

Bryan: Sound Lead, Director

The feel of the game is going to be kind of fast paced. There are objects that can pop in and block the way as the game goes on.

# **Target Audience**

Our target audience is E. Should be family friendly

# **Schedule [To be written by the producer]**

## **Day 1**

We should have the asset list, github, GDD all working and completed

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## **Day 2**

The state the game should be in is a working game that has art and sound ready to be implemented

Anmei and Zoey: Finishing the thumbnails and working on the final art

Jordan and Koben making sure the game is working well and can keep track of our score and have a winner

Bryan: Done with the main theme

## **Day 3**

The game should be ready to have the new idea/new game mechanic implemented

Jordan and Koben: Work on implementing the new game mechanic and doing general bug fixes

Anmei and Zoey: Final art should be done

Bryan: Sound for the title screen

## **Day 4**

The game should be completed and ready to turn in, all sound and art implemented

Jordan and Koben: Make sure the new game mechanic is in the game and working

Anmei and Zoey: Implementing art into the game

Bryan: Putting the sound into the game