

# Game Project Proposal

## Golf Time

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### Overview

Golf Time will be a 3D golf game that allows the player to freeze time in mid-air to adjust the trajectory of the ball. Level progression will include a tutorial level that introduces basic game mechanics (camera, hitting ball), followed by the introduction of time freezing mechanics.

The ability to modify the ball's trajectory mid-air will allow for an interesting take on golf, and introduces a higher skill ceiling for dedicated players. Enemies will be introduced in later levels which may hinder or otherwise prevent the player from reaching the hole.

### Potential Progression Systems

- Coins dispersed around levels with a 'store' to purchase upgrades on
- Items hidden around levels that grant new abilities
- 'XP' system based on performance in levels

### Potential Powerups

**Better Time Freeze** Depending on exact implementation, the game may either *slow down* time, or completely freeze it. Either the duration that the player can freeze time for, or the slowdown factor would be upgradable with this item.

**Longer Indicator** In many games with balls, a line is drawn indicating where the ball would go if hit at that moment. This power-up would increase the length of that line, allowing for more precise shots.

**More Power** This power-up would increase the maximum power that the player can hit the ball with.

**Auto Shot** This power-up would automatically hit the ball at an optimal angle and power, removing the need for the player to hit the ball.

### Sales Pitch

Like golf? Probably not! It takes too long, right? But what if you could control time – *while* golfing!? Need to adjust your shot in mid-air? In Golf Time, you can do all of these things! With challenging levels, in-depth progression, and even enemies, you'll have a lot more than just where to hit the ball to think about. Become better than Tiger Woods could ever be, or see your ball fall into the water despite your magic powers. Golf Time is the game for you!