Game Treatment Document

Developed by *CLAM MX*

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Executive Summary

Long Ball is a new and exciting 2D arcade-style sports game, being developed by CLAM MX using the Unity game engine. In this turn based game, golfers will compete against one another and attempt to shoot their ball the furthest distance on the driving range. The golfers will decide the length of a game and the golf club they want to use. Each golf club has specific modifiers that help the golfer achieve their desired distance. The golfers must plan carefully how much power to add and which direction their ball goes. This is done in order to avoid or aim at obstacles that will stop their ball from rolling or increase the distance their ball will move.

Game Overview

High Concept

Players compete against each other in this turn based game while they try to drive their golf balls the longest total distance down the driving range over the course of 3, 6, or 9 rounds. Players will need to avoid unforgiving obstacles, aim for assisting objects, or be forced to use their mulligan (retake single shot) in order to gain back the lost yardage. The player with the highest score at the end of the rounds wins.

Genre

Long Ball is mainly a competition based golf game. Players are pinned against each other to test both luck and skill in this turn based arcade style golf game.

Games within this genre include Golf Clash, Golf Master 3D, Driving Mad Golf, Driving Rage: Long Drive Arcade Golf Game

Hooks

Sound: Our ambient sound is a relaxing but vital addition to the game, and this allows for a better immersion experience. With real sounds from a golf course, the user can feel more involved in the game without the repetitiveness of sound tracks.

Competition Based Play: Our game intends to create a competitive playing style for players, and the user's main objective is to beat their peers.

Golf Clubs: Our game includes 3 different golf clubs that the users can choose from to take their shot more strategically. These golf clubs also add variability to the game play by affecting the flight path of the ball.

Our Map: Many golfing games are designed around an entire golf hole whereas our game simply relies on distance shot on a driving range. Many people do not have the opportunity to play golf on a golf course due to the high prices, or cost of equipment, but driving ranges are more popular among golf amateurs and pros alike.

Simplistic Game Play: Our game has an extremely easy to understand interface and players do not have to rely on previous knowledge in order to have fun with this game. One could pick up and play this game effectively without having any previous golfing knowledge.

Range Objects: Many of our objects laid out on the driving range are fun objects that may not normally exist in a golf environment. These objects will have vastly different effects on the golf ball distance. This makes for a more interesting and unpredictable game experience.

License

Long Ball intends to gain licensing to popular golf brands, such as: TaylorMade, Nike, Callaway, Ping, and more!

Gameplay Highlights

- Well designed animated environment that mimics a real golf course in both its audio and visual components
- Variety of clubs for players to choose from to allow for different playing experiences & abilities.
- Realistic obstacles (golf carts, cart paths, bunkers, animals) that increase difficulty and enhance playing experience.
- Simple user input scheme for anyone to understand
- Easy to use and understand interface for game setup
- Low commitment and short levels allow users to pick up and put down the game at their convenience
- Player vs player gameplay increases competition & engagement with the game
- Customized player experience based on individual strategy and gameplan

Online Highlights

Online multiplayer is not currently in development but will be discussed in the future. The current vision for online play is to keep it as simplistic as possible. Players will be able to select Play a Friend or Quick Play.

Technology Highlights

- **Latest Unity 2018 Physics Engine** will give the golf ball realistic air travel, bounces, and collisions.
    - Material Assets for realistic objects
    - Ball flight physics
    - Other physics assets: trampolines, sand traps, parking lots
- **Optimized** for use low-end computers

Art and Audio Highlights

- Premium golf ball impact audio
- Simple GUI interaction sounds
- Ambient golf range sound effects
- Custom and downloaded sprite assets for environment and golf balls

Hardware

Minimum requirements:

OS: Windows 7 or later

Processor: 1Ghz or faster

Memory: 500MB RAM

Graphics: Integrated graphics or better

Storage: 200 MB available space

Playtesting Feedback Incorporation

We received many great comments from the first round of playtesting with our Wizard of Oz prototype. People enjoyed the gameplay and the visuals and they claimed that they were excited to try the digital prototype.

The playtest itself was a 2D representation of our 3D vision for the game. But as the playtesting went on, we realized that it would be more beneficial for our team to create the game in 2D instead of 3D. It would reinforce the simplicity that we are going for in this game and it would also allow us to reduce the budget significantly.

Some testers were concerned with the fairness of the “spacebar button mashing” mechanic. Players may be at more of an advantage or disadvantage depending on how fast they can press the button. To counter this, they suggested that we add an aiming system, which seems fair. For the first digital prototype, the aiming will be fixed to a certain angle depending on which driver the player chooses. We plan to implement a player inputted aiming system for the final product.

Production Details

Production has gone smoothly this far. Our team has met every deliverable on time and have begun developing the initial digital prototype. Results from the first playtesting round were good and only a few areas will need to be tweaked for the digital prototype.

Current Status

The digital prototype is being planned and tested at the moment. The team is learning quickly how to use Unity and testing possible methods of implementing the game and physics needed. A playable version of the game will be available for playtesting on Monday, November 26th.

Currently being developed:

- Ball collision with environment
- Scripts for adding a force to the ball based on user input
- Game visuals and environment
- Physics of obstacles in the environment
- GUI for menus
- Ball animations

Development Team

List the names and qualifications of your key people. Indicate what role each will play in the project. Don't include their entire résumés; nobody will read all that. Instead, give a one-paragraph synopsis of each person's history, including who they've worked for, in what position, and what games they already have credited to them. Include their education only if it's relevant and recent; producers are much more interested in knowing that someone has shipped a successful product than in where he went to school.

Chief Designer: Connor Beauchamp
Connor received his certificate in game design from U of A in May 2014 and has gone on to be a beta tester for many AAA titles over the past 4 years. His attention to detail, strong work ethic, and creative abilities will be a huge asset to CLAM MX throughout development.

Artist: Marc Francois
Marc is adept at creating concept art for video games and potential designs. His experience with Photoshop, Illustrator, GIMP, and other creative tools are valuable in the game design process from creating preliminary sketches or game elements to illustrating and animating sprites in a game.

Writer, Sound: Lewis Furlan-Lowry
Lewis is an avid fan of music, as such he is well suited to his role of chief sound producer. Moreover, his vivid imagination allows him to write narratives that are truly captivating. Any script elements and sound designs will be taken care of by Lewis.

Lead Programmer: Maxwell Tyson
Maxwell has immense amounts of experience with coding in several different languages. His MRU Navigation app was a wide success and led to his meteoric rise as one of the top programmers in Calgary. He will lead and manage technical aspects of the project and determine technical needs/risks.

Quality Assurance: Matthew Zbik
Matthew has worked for Divestco Inc., working on the help system for their products. Some of the responsibilities were to ensure that the website was available for clients, new versions of the products were documented and automated, testing newly implemented features and existing features of the products did not conflict and crash. Matt will be in charge of refactoring the completed documentation to ensure quality, accurateness, and consistency and to setup processes to review the game during development.

Budget

For a game of this scale, we have set the budget to $10,000. The scope and schedule of our development cycle is very limited and restricted which allows for us to require a small budget. If further funding is needed, we will seek support through crowdfunding methods such as Kickstarter or IndieGoGo.

Schedule

A playable prototype will be available for playtesting on Monday November 26, 2018. The main purpose of this playtesting is for the CLAM MX team to gather feedback from game testers to incorporate into the beta and final version of the game.

Long Ball will be available for beta testing on December 10th, 2018. To receive a free beta pass email, please contact LongBall@CLAMMX.net. Beta testing is scheduled to take place over the course of four(4) weeks. The general availability release date will be determined based on the feedback from the beta phase.

Main Competition

Golf Battle 3D by Imperial Game Studio

This game was created for iOS and Android mobile phones and was released on March 19, 2011. The premise of the game is very similar to Long Ball and therefor makes it one of our top competitors. In Golf Battle 3D, the player attempts to get the highest score by hitting the ball down the range the farthest. The can collect coins on the field to improve on their character or buy new ones in order to change their playstyle. Having features such as tilt controls, 3D environments, and more intricate multiplayer modes, Golf Battle 3D will be in direct competition with Long Ball.

Game World

Objective

The main objective of Long Ball is to accumulate more points than your opponent(s) over a chosen number of rounds. Strategically placing shots, selecting clubs, and timing the use of mulligans, will play a crucial role in becoming the Long Ball champion. The player with the most points at the end of the chosen amount of rounds wins.

Game Rules

- Before each shot, a player is able to choose from three different drivers to use.
    - Each driver will have a different loft, which will result in the ball behaving differently in the air and on the ground.
- Each player starts every turn at the tee off zone (start of the map). Since the game is 2D, players will not be able to aim which direction their shot will go. The angle is determined by which driver the player has selected.
- The player starts their shot by pressing the spacebar which initiates the swing meter.
    - The swing meter will display the power behind the shot, and continually decrease (empty the meter) over the span of 4 seconds.
    - Upper/lower limits of swing meter will affect drain speed exponentially.
    - The player fills their swing meter by pressing the spacebar as fast as they can to resist the draining force of the meter. The strength of the shot is determined by how full the meter is at the end of the 4 seconds.

        - If the player does not repeatedly press the spacebar after starting their swing, the power will be 0/100 (meter will be empty).
- The player's shot distance is clearly displayed at the top-center of the UI and increases or decreases dynamically as the ball travels down the range.
    - After the ball has stopped moving, the distance displayed is added to the players total yardage, which will always be visible in the top right corner.
    - Average shot distance will be 400-500 yards if ball hits no obstacles.
    - After the selected number of rounds, a winner is displayed on screen with the leaderboard and celebratory animations.
- The driving range has many obstacles that change for each round. These obstacles are common items found on a driving range or golf course, along with some uncommon items, and will either assist or inhibit the players shot.
    - Cart paths and trampolines throughout range will increase bounce distance if hit.
    - Water hazards, sand, and trees/long grass (rough), to slow/stop the ball if hit.
- Each player is provided with 1 mulligan over the course of the 3 rounds, and may use it to retake a single shot if they are unhappy with their current turn.
    - The player must choose to use their mulligan on the turn they wish to retake and cannot use it to retake a shot made on a previously taken turn.
    - If the mulligan is not used by a player by the end of the game, they will be awarded with a bonus of 50 yards to their total distance.

Drivers

Long Ball will initially offer three different drivers the players to use. Each driver has their own properties, but none offer a direct advantage over the others. Players can select which driver they use before each of their shots.

Standard Driver: The standard driver has a loft of 12 degrees and will offer players a loft in between the High Lob Driver and the Low Stinger Driver.

High Lob Driver: The high lob driver has a loft of 15 degrees, meaning that using this driver will result in the ball travelling highest of the three drivers, but also will also result in less distance. The benefit of using the High Lob Driver is that the ball will propel further off of objects, such as trampolines.

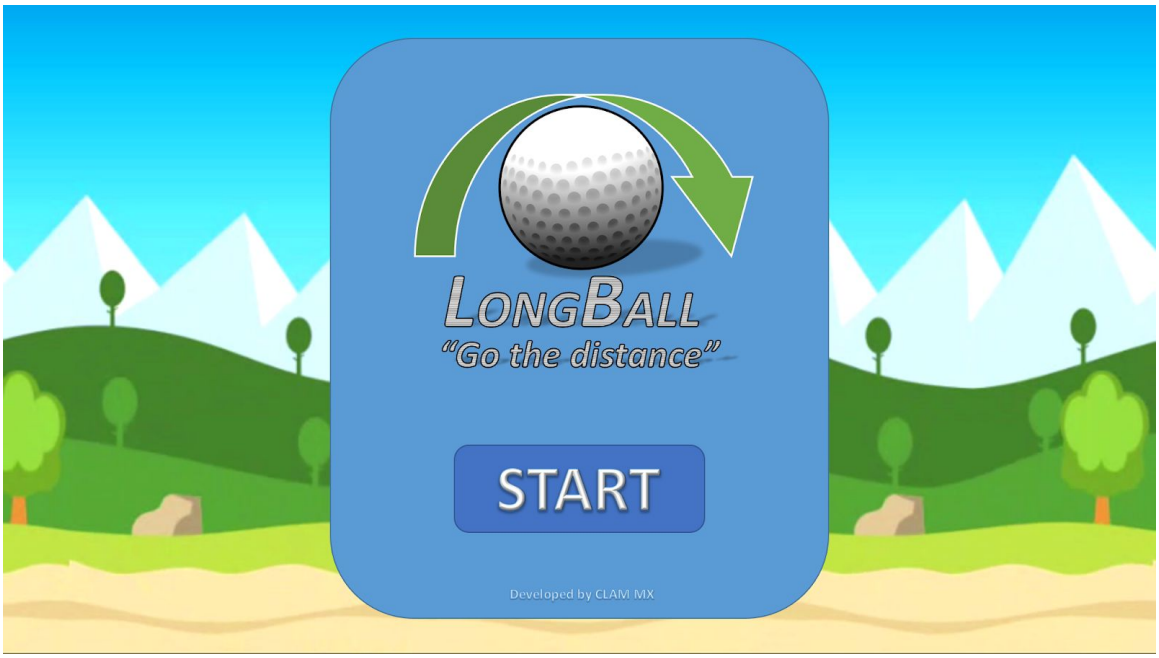
Low Stinger Driver: The Low Stinger Driver will offer players the ability to hit a hard, low shot, that will travel quickly through the air. The loft is 9 degrees so the ball will roll on the ground much further than using the other two drivers. Players will need to watch out for solid objects capable of stopping the ball as it rolls down the range.

Progression

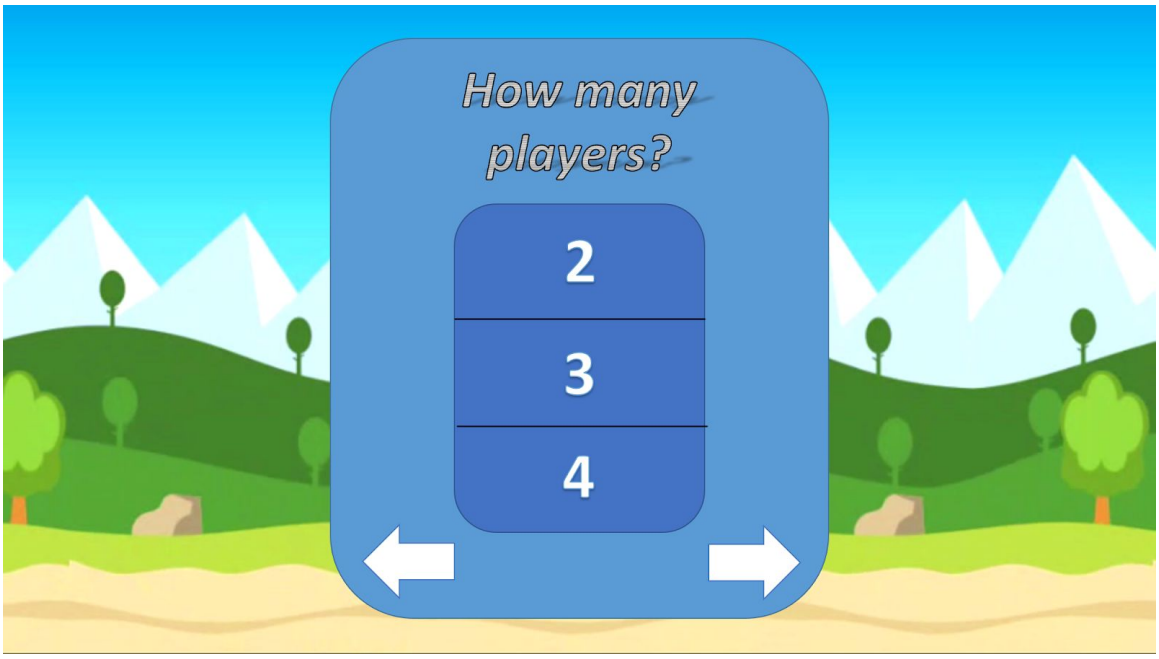
Since Long Ball is a simple, arcade style, competitive game, the mission is straightforward: to hit the ball the farthest down the range. As the game goes on, new strategies may be developed and players can change their playstyle to help them achieve the highest score through the use of different drivers and the mulligan mechanic.

Progression will be made each turn as the players alternate between who is shooting. At the end of each shot the player's total score will go up, showing how they rank against their competitors.

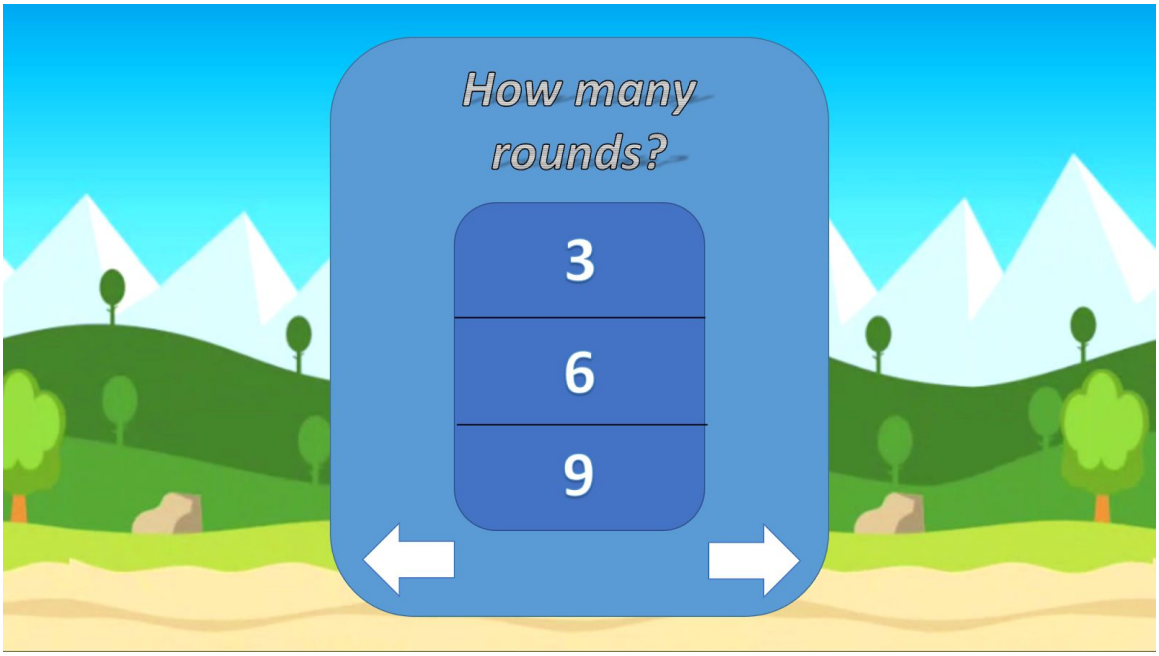
Storyboard



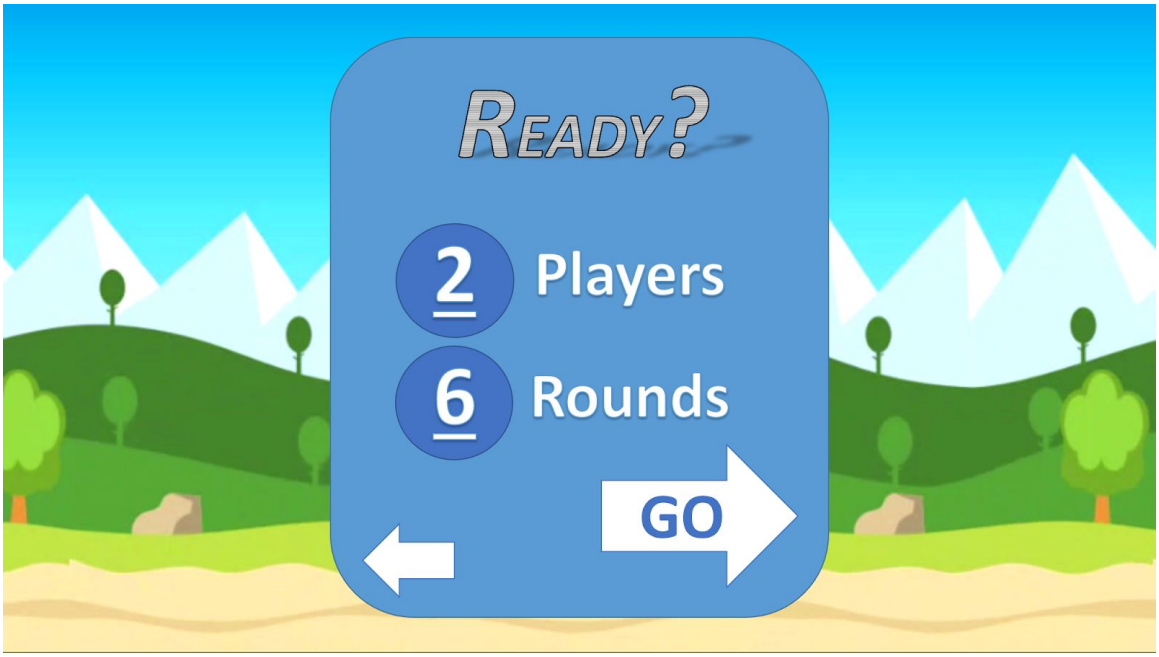
1. Title screen. A simple start screen. The background of the game remains throughout the gameplay and menus, such as this start screen, overlay the game. A “wipe” transition would be used between each menu. The game music and ambient sounds will play in the background.



2. Set number of players screen. A simple screen for selecting the number of players who will be playing. Once selected, the selection will be highlighted and the user can move to the next screen.

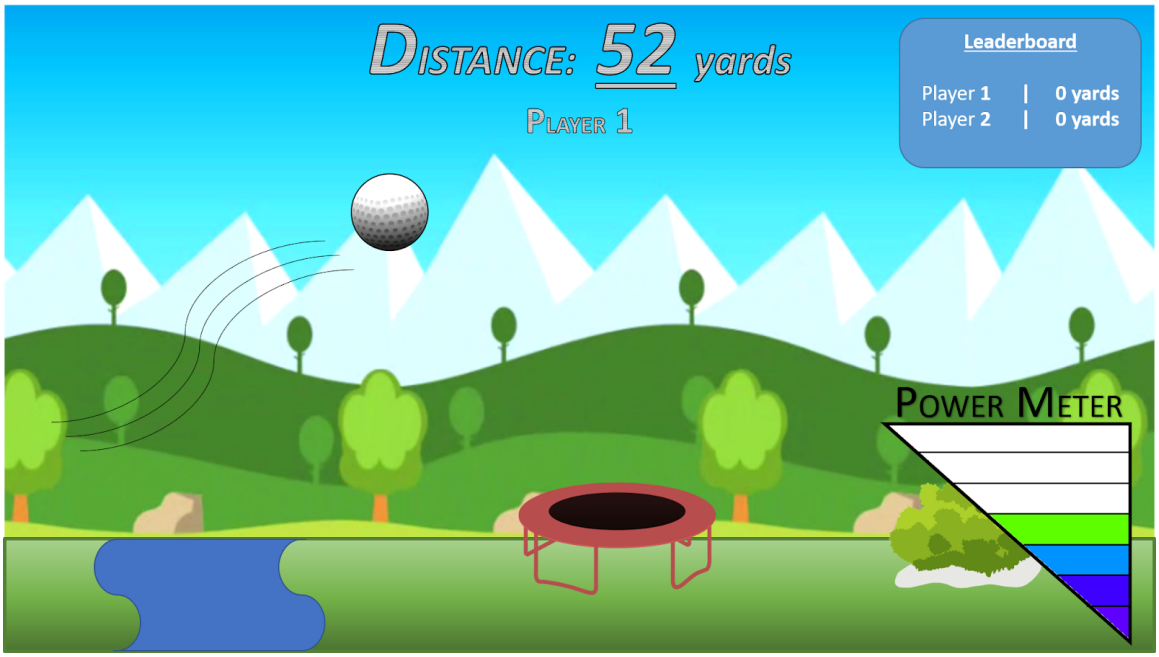


3. Set number of rounds screen. Selects the number of rounds that will be played by the set number of players.

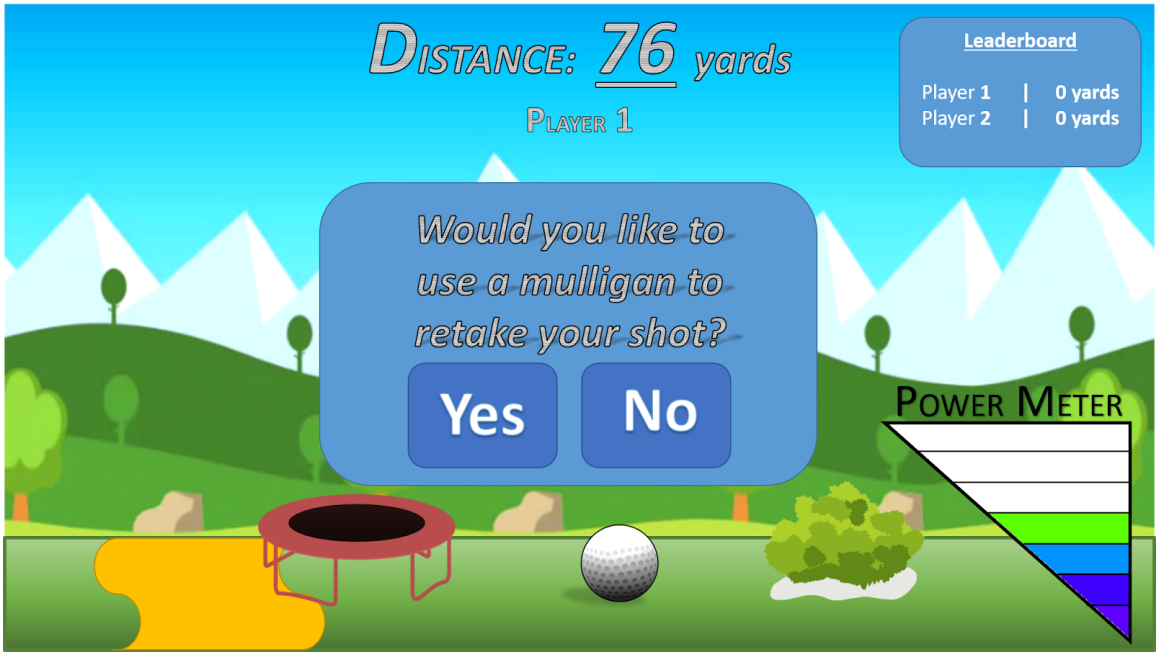


4. Confirmation screen. Shows what the user selected on the previous screens to confirm the game settings. Once GO is selected, the menu will disappear and the game world will be created.

5. Player one begins turn screen. This screen is the beginning screen for the game. The ball is white to indicate player one. The power meter is empty. Once the player begins pressing the spacebar, the power meter will fill up.

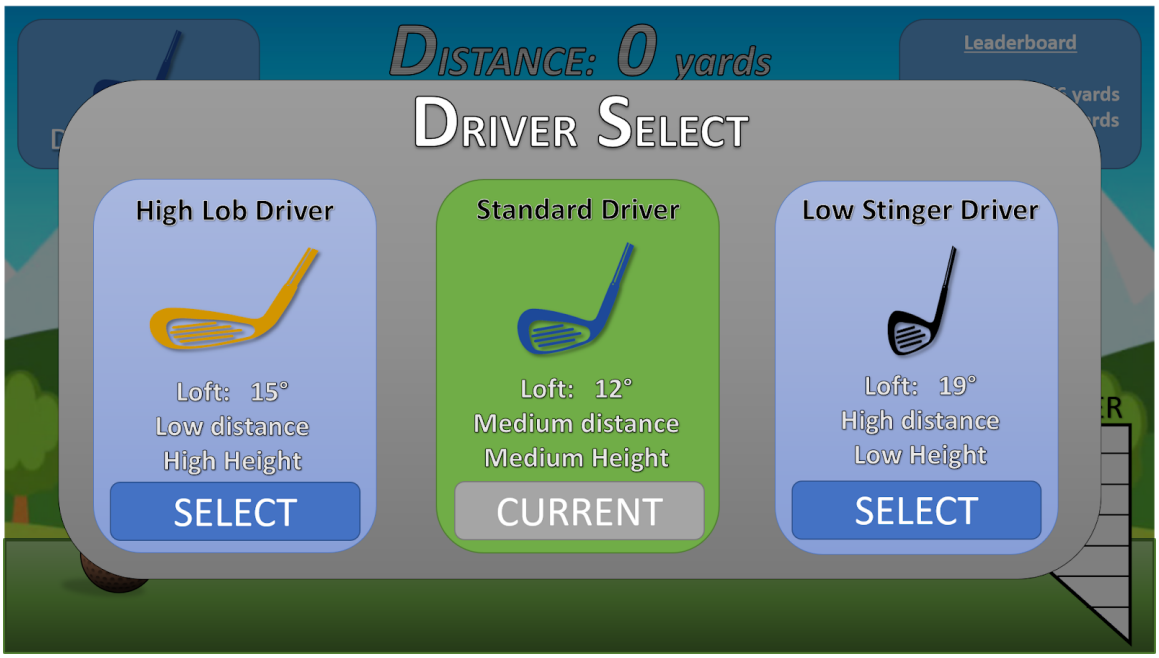


6. Ball is flying through air screen. Once the timer is up, the ball will be launched into the air based on the power that was generated by the spacebar. It will fly over obstacles and interact with them if it touches them. The distance tracker at the top will total the distance that the ball travelled during that shot.

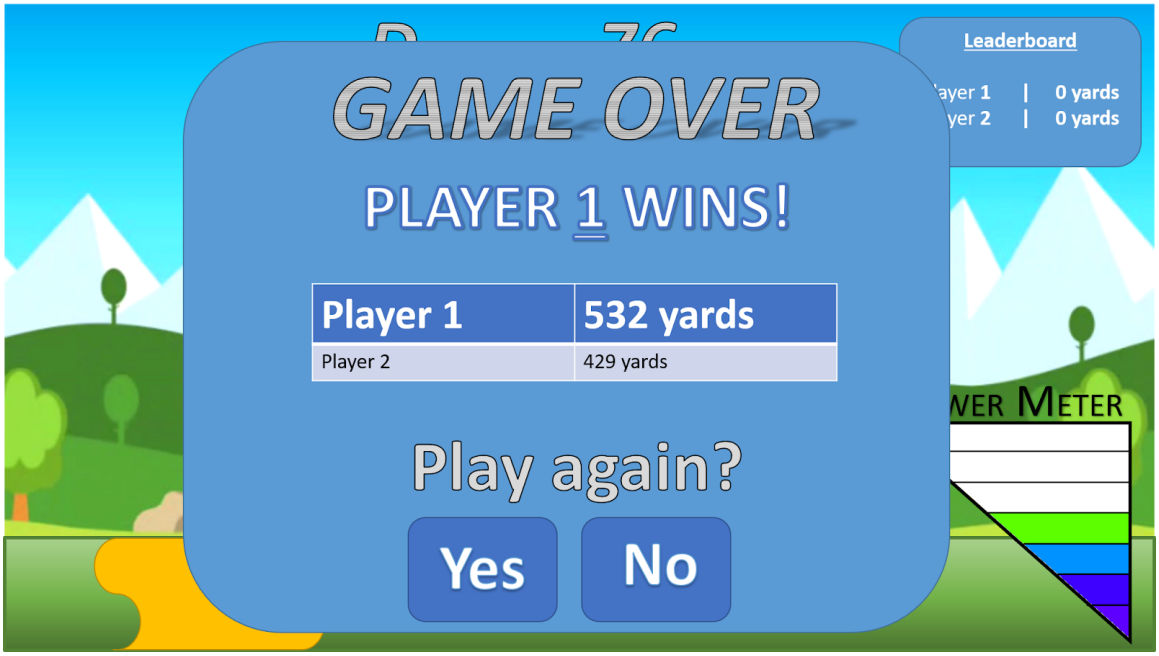


7. Ask player about mulligan screen. If the player had not used their mulligan yet to retake their shot, this screen with overlay and ask them if they wish to use it at the moment. If they choose Yes, the screen will reset to step 5 of the storyboard and the player can retake their shot. If they say No, the game progresses to step 8.

8. Player two's turn screen. Once player 1's term is over, the screen from step 5 appears again and player 2 can take their turn. The ball is a different color and a "Player 2" text is displayed to show that it is player 2's turn. Player 1's total from the previous shot is added to the leaderboard.



9. Driver select screen. If at any point the player clicks the Driver Select button in the top left, a screen will be overlayed allowing them to select a driver. Each driver has its own loft angle and stats about how the shot will be taken. Once they select a driver, the screen will go back to the previous state.



10. Game over screen. Once all rounds have been played, the GAME OVER screen appears and shows the leaderboard and announces who the winner is. They can play again to return to step 2 or select No and go back to step 1.