

Projekt BashBall

Game Design Document

Introduction

Summary

BashBall is a 2D 2-Player platformer battle ball game. The core mechanic of the game, the bashing, is based on the bashing mechanic in Ori and the blind forest. The idea is that the player moves around the map by using points he can bash from. Also, the Ball will be moved by bashing from it which will launch the ball in a specific direction. The remaining movement set consists of standard Jump'n'Run mechanics. It's meant to be a more fast and quick fun for home parties. That means it's supposed to have a fast learning curve and non-complex playstyle. In addition, the optimal would be that exciting and funny moments come up that even non-gamer can understand and find entertaining even if they just watch.

Gameplay

Goal

The goal of the players is to score more goals in the opposing goal than your opposing player.

Opposition

The opposition is the second who wants to score goals than you.

Decisions

The players must find the right decisions to outplay his opposing player.

Genre

Fun Battle Platformer

Target Group

People between the age of 6-25 years

Non-hardcore-gamer

Intended Experience

The game is intended to be a fun mini game for home parties. It's supposed to have an easy playstyle. Since only 2 players can play, one goal of the game is to be fun to watch as well. It's important that even non-gamers understand game processes. So, the intended experience is joy and an exciting atmosphere.

General Rules

Each player starts on his side facing towards the other player. The ball will fall to the ground in the middle of the playfield. After the ball hits the ground once both players will be free to move. When the ball hits the goal, the ball will be respawned immediately in the middle of the playfield again. No down time will occur.

Core Mechanics and Game Elements

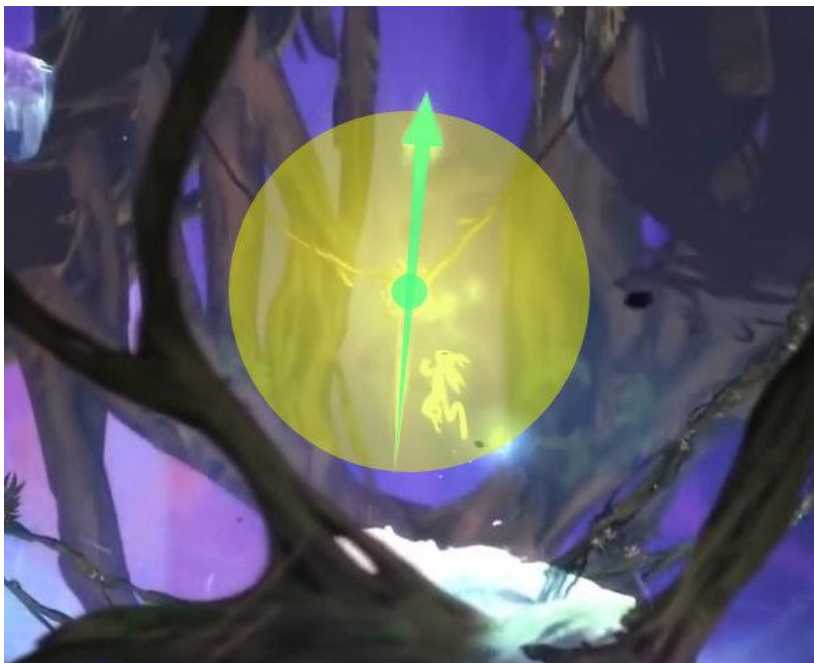
Player Movement

The player moves the character with the left analog stick. Only the y axis of the analog stick affects normal movement (not bashing). There's a specific dead zone where the player does not move at all. When the dead zone is exceeded, the character moves immediately max movement speed times y axis extension. Max movement speed is a subject of testing. Example: 50% y axis extension and 5 "meters per second" max movement speed results in a 2.5 "meters per second" movement. Upon the character is acting a gravity force which is

as well a subject of testing. The player can jump. Jumping will apply a force upwards. It is planned that while moving up from a jump, the force dragging the player down is lower than normal and that the player moves sideways slower in air than on ground.

Bash

Bashing works basically one to one like the bashing mechanic in ori and the blind forest. There are objects that are marked as being bashable (e.g. the ball) where the player can bash from. When the character is near a bashable object and he presses the bash button, he will change into a bash state in which he can decide in which direction he wants to bash by using the left analog stick. When the player releases the bash button, he will first teleport to the bashable object and then launch in the direction he chose. Ori has a time slowdown while bashing. In BashBall this feature does not exist.



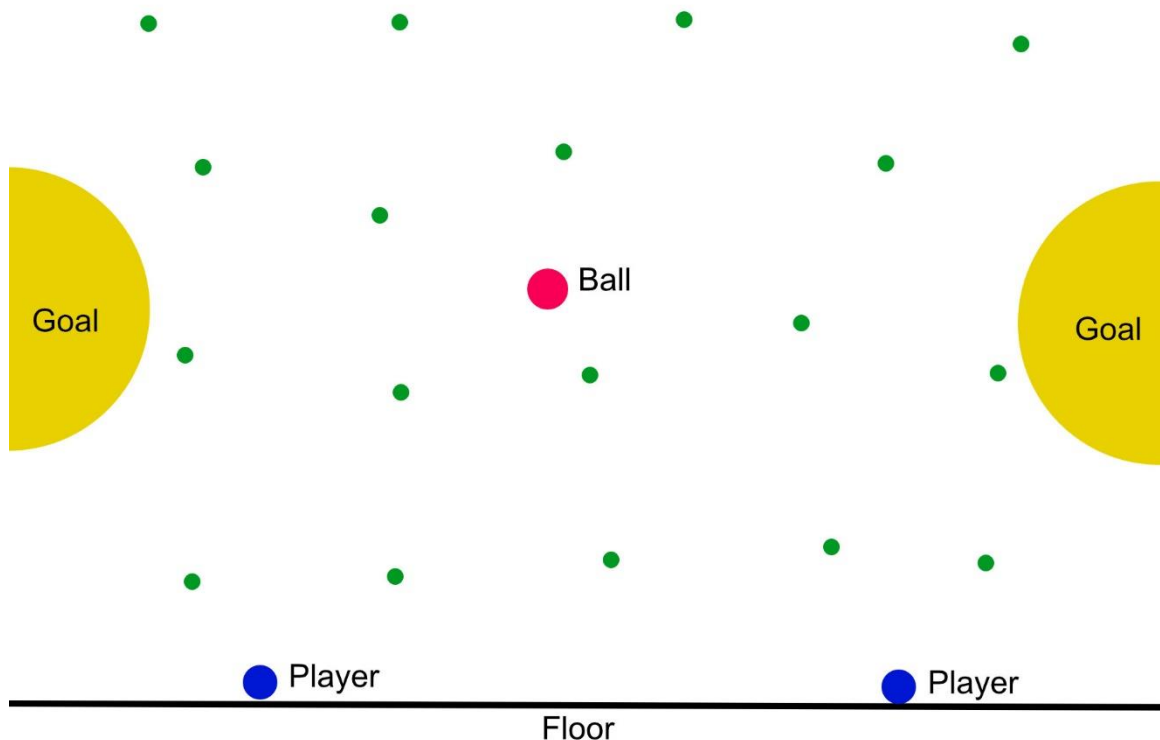
This image depicts how bashable objects work. The yellow circle is the range of the object. The green point is the bashable object. The green arrow shows the direction of bashing. In this case the left analog stick is directed up.

Ball

The ball is influenced by the force of gravity and is generally a normal physic object. The physic material is rather bouncy. The ball is bashable and will launch in the opposite direction.

Bash point

On the playfield are bash points which are static objects the player can use to bash around the arena. In this picture the bash points are the green dots. Bash points are layed out evenly.



Goals

The goals are plain-old trigger. When the ball hits the goal a counter for the respective player will increment. The form of the goals is a subject of testing.

Graphics

The graphics are most likely just placeholder objects (simple shapes). When more detailed graphics are added its potentially unreal marketplace assets.