# Executive Summary

## Game Concept

The player has to get the ball in the hole in as little as shots as possible. There will be 9 levels or “holes” that the player will compete in. At the end of the 9 holes the player will be able to see the leaderboard which will display the overall score and how many minutes were spent playing.

## Genre

The genre of the game will be an online retro sports game.

## Target Audience

The game will be targeted toward people who play golf. Males will make up the majority of audience that will enjoy this game as they are the majority of golf players. It will be aimed at ages 18-24 as people in this age category will be more likely to play games and golf.

## Project Scope

The requirements that have been asked are to track the players username, score, level and minutes spent playing, which will be stored in a flat file using json. There needs to be some custom art for the game pages and the game needs to be fully functioning.

# Gameplay

## Objectives

The objective of the game is to get the ball in the hole in as little goes as possible. The players with the least scores will be displayed on the top 10 leaderboard.

## Game progressions

The player will move onto a different level each time the previous level has been completed. I will be implementing 9 levels for the player to complete.

## In game GUI

The home page will feature buttons which will allow the player to start the game, see the controls, open the leaderboard and exit the game. When the game has started, there will be on screen buttons which will allow the user to set the angle and power of the shot and there will be a button to click to hit the ball.

# Mechanics

## Rules

The player will only be allowed a maximum of 10 shots before automatically being moved onto the next level.

The ball cannot leave the game canvas.

If the ball gets put in the whole the player will move onto the next level. After the 9th level the player will see their score and hope to be on the leaderboard.

## Physics

The will have similar physics to games like 8 ball pool and raft wars. The player will aim using an arrow and drag down a bar to get the power of the shot. For example, If the player aimed upwards and did full power, the shot would go very high and not far.

# Game Elements

## Characters

Customizable characters will be implemented in the game. Players will be able to choose from a different range of characters that I will create myself and a range of colors for the ball. I will implement over 10 characters that will each have a pixel theme.

## Leaderboard

During each level the score will be displayed on the top of the screen. At the end of a the game there will be a leaderboard showing the score for each of the levels and the overall total score. There will also be a column for the amount of minutes spent player. I want to implement the leaderboard so that the data for the player will save each time it is played so that the player can see the previous progress.

## Level Design

Each level will have a different theme to it, for example one level may have an underwater theme and next will be set in the space. This will keep the user more engaged in the levels and always wondering what he next level theme will be.

# Assets

## Music

Each level will have different music that will be related to its theme. This will give the user the full experience of the levels theme. There will also be music that will be playing on the home screen and once the game has finished.

## Sound Effects

Every time the player hits the ball a different sound effect will play depending on how hard the ball has been hit. If it is hit gently then there will be a soft sound, but if it is hit with more power there will be a hard sound.

## 2d/3d models

I will be implementing 2d character models which I will be creating myself. The background will be a 2d model that I will get from an assets store. If I cannot find some backgrounds, I will be creating them myself. The ball will also be 2d and implemented from an asset store.

