

Android Pong Game Design Document

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Contents

1	Game Overview	4
1.1	Concept	4
1.2	Genre	4
1.3	Target Audience	4
1.4	Game Flow Summary	4
1.5	Look and Feel	4
2	Gameplay & Mechanics	4
2.1	Gameplay	4
2.1.1	Progression	4
2.1.2	Objectives	4
2.2	Mechanics	5
2.2.1	Objects, Physics & Movement	5
2.2.2	Actions	5
2.3	Game Options	6
2.4	Replay & Saving	6
2.5	Easter Eggs & Cheats	6
3	Story, Setting & Character	6
3.1	Story & Narrative	6
3.2	Game World	6
3.2.1	Look & Feel	6
3.2.2	Areas	6
3.3	Characters	6
4	Levels	6
5	Interface	6
5.1	Visual System	6
5.1.1	Menu	6
5.1.2	Game Interface	6
5.2	Control System	6
5.3	Audio, Music & Sound	6
5.4	Help System	6
6	Artificial Intelligence	6
6.1	Opponent	6

7	Technical	6
7.1	Target Hardware	6
7.2	Development Hardware & Software	7
8	Game Assets	7
8.1	Style	7

1 Game Overview

1.1 Concept

Tennis like competitive game.

1.2 Genre

Classic Arcade Game.

1.3 Target Audience

Your senile grandmother.

1.4 Game Flow Summary

Two primary screens:

- Menu. Offers single- and multiplayer Options.
- Game. Playing the game.
- Pause. Option to Resume, Restart, or Quit.

1.5 Look and Feel

Classic arcade game, complete with 16-bit sound effects.

2 Gameplay & Mechanics

2.1 Gameplay

2.1.1 Progression

As time elapses since the last point scored, the ball accelerates to ∞ . Incremental acceleration occurs upon each paddle-ball collision.

2.1.2 Objectives

Bounce the ball out of bounds on the opposing side.

2.2 Mechanics

2.2.1 Objects, Physics & Movement

Ball Constant velocity except when accelerating on collision with paddle.
Bounces across norm of collided surface.

Paddle Vertical movement only. Has mass \rightarrow inertia (ie. Maximum rate of acceleration).

Walls Top and bottom of screen only. Has collisions.

Score Counter Positioned on the top of the screen, on the left and right of the Vertical Divider for P1 and P2, respectively.

Vertical Divider Aesthetic purposes only. No collisions.

2.2.2 Actions

Paddle on right follows Vertical touch movement on right. Same on left.

2.3 Game Options

2.4 Replay & Saving

2.5 Easter Eggs & Cheats

3 Story, Setting & Character

3.1 Story & Narrative

3.2 Game World

3.2.1 Look & Feel

3.2.2 Areas

3.3 Characters

4 Levels

5 Interface

5.1 Visual System

5.1.1 Menu

5.1.2 Game Interface

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6 Artificial Intelligence

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8.1 Style