# Game Identity / Mantra:

A ball that explore a path and travels. And fights with enemies to survive

# Design Pillars:

* Story
* Crafting
* Accuracy
* Reaction Speed
* Survive
* Movement
* Items and weapons
* Combat
* Enemies
* Creativity
* Intellectually Challenging

# Genre / Story / Mechanics Summary

A ball, that travels a path from start to end to achieve freedom, happiness, and security from enemies and dangers.

Enemies are both movable and static

Every none-static object works with physics. The player uses any accessible object around him to pass the obstacles.

The Environment is limited and the landscapes are effects and backgrounds.

//Describe the game goal

# Features:

* Customizable weapons
* Customizable Ball
* Improving Ball’s features (Strength, Jump and Move Power, Acceleration, …)
* Ranking System related to the Timing, Combat, Enemy rewards etc.

# Interface:

* Keyboard and mouse
* Game Controller / Joysticks

# Art Style:

* Nontextured Environment
* Simple and low poly Game Objects

# Music / Sound:

* Soft and smooth and long background music for path finding
* Action Music on boss fights and enemy

# Development Roadmap / Launch Criteria:

|  |  |
| --- | --- |
| Platform: Windows | Audience: +12/gender/interests. |
| Milestone 1: Mechanics complete - 0/0/00  Milestone 2: Boss fights complete - 0/0/00  Milestone 3: Levels complete - 0/0/00 | **Milestone 4:** Polish complete - 0/0/00  ---------------------------  **Launch Day:** 0/0/00 |