Angry Ball Documentation

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Target Device and Audience

* The game is intended to be played by two players. It is coded and optimized to be played on a computer with keyboard in order to control the characters and a mouse to navigate through the menu.
* The resolution of the assets can go maximum up to 1920x1080 (16:9) ratio which is the most common resolution for desktop monitor.
* The target audience would be young children who would play with friends or parents.

Control Methods and Game Mechanics

* Core mechanics for the game
  + Running left and right:
    - Player 1 Keyboard Controls
      * Left – “A”
      * Right – “D”
    - Player 2 Keyboard Controls
      * Left – “Left Arrow Key”
      * Right – “Right Arrow Key”
  + Jumping
    - Player 1 Keyboard Controls
      * “W”
    - Player 2 Keyboard Controls
      * “Up”
  + Shooting
    - Player 1 Keyboard Controls
      * “W”
    - Player 2 Keyboard Controls
      * “Up”
  + Life system
    - If Player 1 Loses all 5 lifes Player 2 wins
    - If Player 2 Loses all 5 lifes Player 1 wins
  + Menu Navigation
    - Mouse operation
      * Exit
      * Pause
      * Play
      * Retry

Game Objective

* The objective of the game is to use the keyboard controls to navigate the character around the fighting arena and survive. Whoever loses all 3 lifes loses the fight. The players have 3 different fighting arenas to choose from, desert, city and arctic theme. Each theme has the platforms set up differently providing diversity in gameplay.

Game Screens

* Arctic/City/Desert Maps

A screenshot of a computer

Description automatically generated A sign on the side of a building

Description automatically generated

A close up of a sign

Description automatically generated

Map menu selection

A picture containing wall, dark, black

Description automatically generated

Art Assets

* The artworks for the assets are very consistent following minimalistic shapes that form the landscape with a rough texture overlay on top. The assets are split into few categories:
  + Backgrounds:

Main Menu/ Pause Menu

A picture containing black

Description automatically generated

Artwork for the City Arena Background

A picture containing building

Description automatically generated

Artwork for the City Desert Background



Artwork for the Arctic Arena Background

A close up of a mountain

Description automatically generated

* + Platforms:

City Platform. The asset is then stacked next to each other in order to create longer platfroms.



Arctic Platform. The asset is then stacked next to each other in order to create longer platfroms.



Desert Platform. The asset is then stacked next to each other in order to create longer platfroms.

A picture containing furniture

Description automatically generated

* + Characters & UI:

Player 1 asset

A close up of a sign

Description automatically generated

Player 2 asset

A red and white sign with black text

Description automatically generated

Bullet asset

A picture containing photo, building

Description automatically generated

Life assets for Player 1 and Player 2

A close up of a logo

Description automatically generatedA close up of a logo

Description automatically generated

Logo

A black sign with white text

Description automatically generated

* + Icons:

Exit Icons – Static / Hover / On Click

A close up of ware

Description automatically generatedA close up of a logo

Description automatically generatedA picture containing metalware, cross

Description automatically generated

Pause Icons – Static / Hover / On Click



Play Icons – Static / Hover / On Click



Retry Icons – Static / Hover / On Click

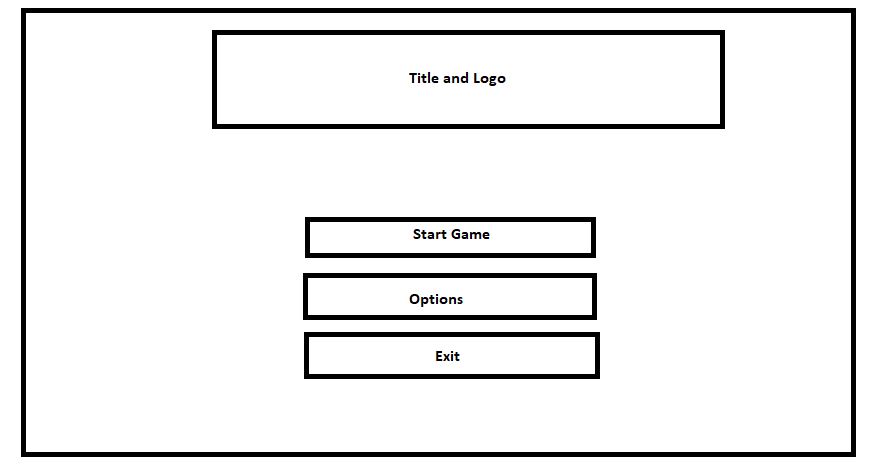
A close up of a logo

Description automatically generatedA close up of a logo

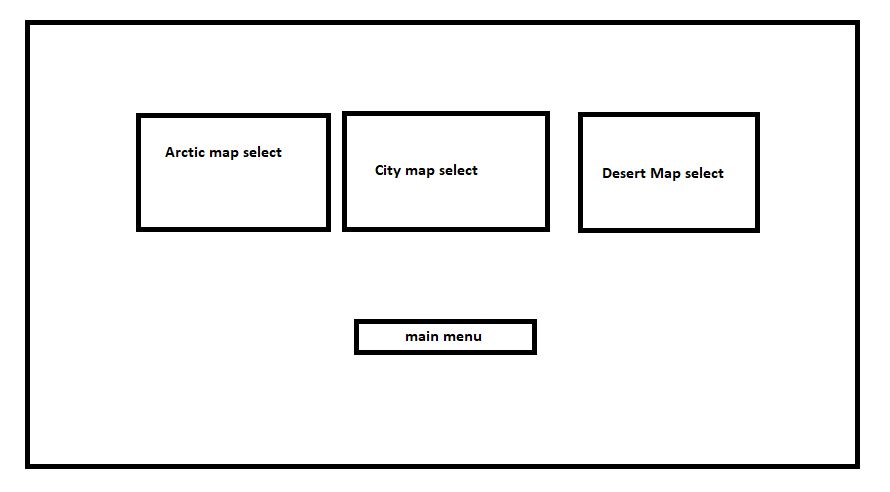
Description automatically generated

Gameplay Outlines

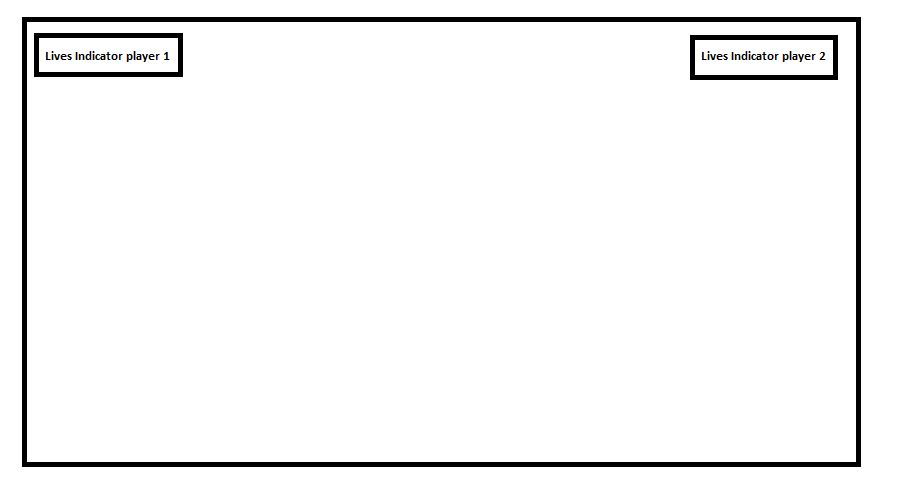
* Main Menu



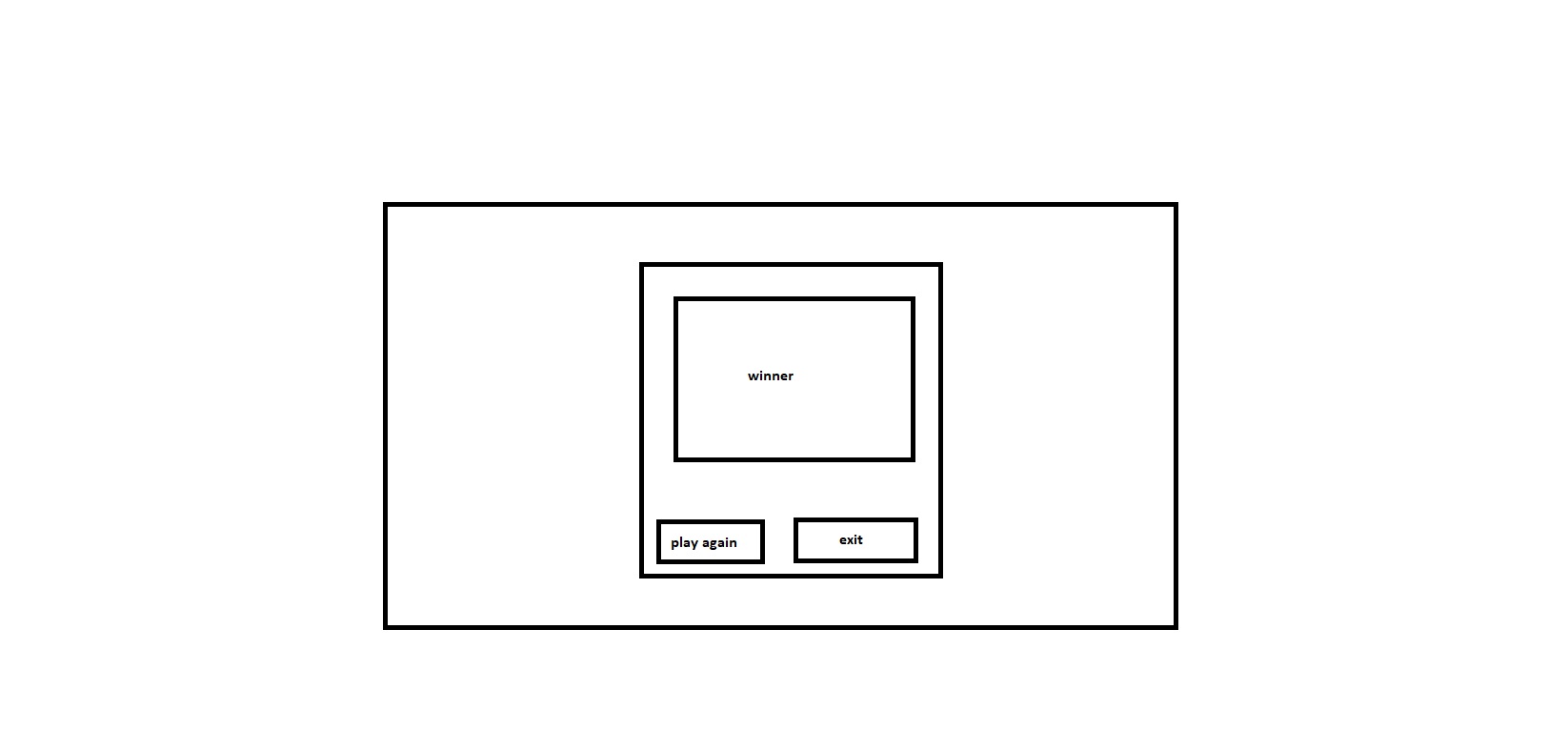
* Map Selection



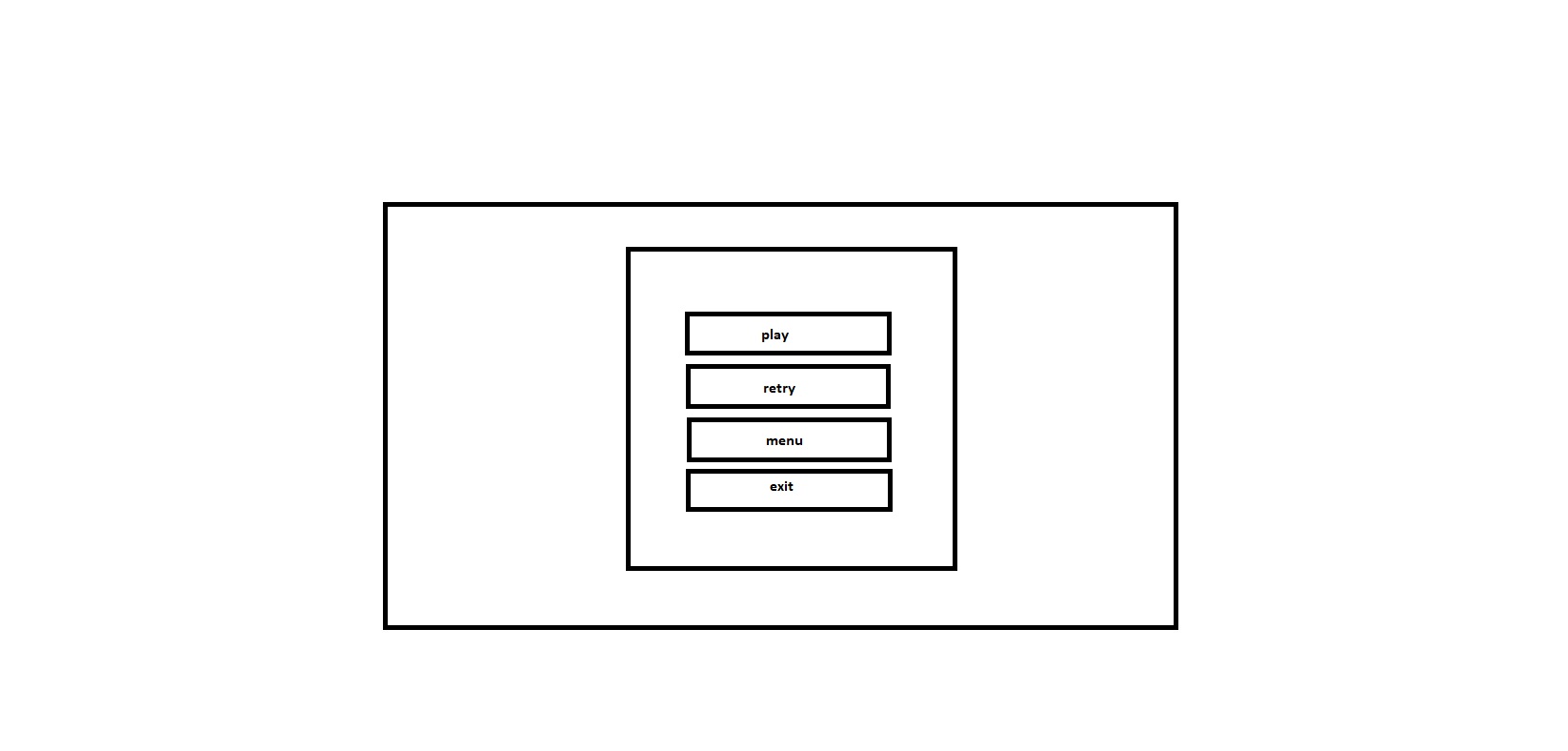
* Playing screen



* Winner Screen



Pause Menu



Sketches

A close up of text on a black background

Description automatically generated A close up of a wire fence

Description automatically generatedA close up of text on a whiteboard

Description automatically generated