Super Duper Bowling GDD

The “Vibe”

The vibe of the game will be mostly futuristic, with neon lights and smooth light surfaces.

The “arena” itself will be an arena, with seating areas, bright billboards / advertisements, and a more minimal aesthetic for the area.

The arena will be made of a lot of white with accents of magenta and green on the outskirts and yellow and purple on the centre platform.

# Gameplay

The gameplay will be focused around a central platform. There will be objects to navigate around the platform on every side, so that there is always somewhere to move to.

When the player moves around the outer platforms they will be able to keep their momentum with wall running and \*optional sliding\* to speed up their time. There will be boost pads placed around that will add speed to the character.  
When wall running, the player will \*go down slightly / go straight\* and keep all speed in the direction of the wall. When jumping from the wall, all momentum will be moved in the direction the player is looking and the player will gain a small amount of height.

The central platform will be “slippery” causing the player to slide regardless of input. The player can jump at the edge of the platform with a boost to make it back to the outer area.  
The player will receive a speed boost upon hitting the platform to speed up the process and provide a movement boost after the fact. The player will be able to keep this boost.

To attack enemies, the player can throw bowling balls. The player has an infinite amount of balls but needs to wait for a cooldown period before another ball appears in their hand. The balls are physical objects, colliding with and interacting with the environment and entities. The player can control how fast they want to bowl by holding down the left click to charge their throw. They aim the ball using their mouse look, guided by a crosshair UI. The reload timer is linked to the charge mechanic. The longer the player charges their throw (and subsequently, the more powerful their throw is,) the longer it will take for a new ball to generate in the player’s hand to be thrown.

# Maps and difficulty

Depending on time constraints, there may be multiple maps. The maps will all look similar and have the same colour palette.