Super Duper Bowling GDD

# “The Vibe”

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

The “arena” itself is an enclosed space, with seating areas and spectators, bright billboards / advertisements, and a more minimal aesthetic for the area.

The arena is made of a lot of dark colours with accents of magenta and green on the outskirts and yellow and purple for the main levels throughout.

# Gameplay

The gameplay occurs around a singular central platform that houses the main enemies of the game. There are objects to navigate around the platform on every side, so that there is always somewhere to move to.

As the player moves around outer platforms, they can keep their momentum with wall running and sliding to lower their eventual time. There are 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 is moved in the direction the player is facing, and the player will gain a small amount of height.

The central platform is where the enemies will be stationed, and the main objective of each level. This platform is “slippery” causing the player to slide off it, regardless of input. The player can jump at the edge of the platform with a boost to make it back to the outer area, to continue annihilating the enemies that are found here.

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 can prolong this temporary boost to their speed by jumping and sliding to keep momentum.

// \*\*Review Paragraph\*\* // 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.

# Mood Board & Color Palette

A collage of images of different types of objects

AI-generated content may be incorrect.

Outer arena and stadium: Lime/Pink

Level and player interactable platforms: Purple/Yellow

# Maps and difficulty

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

Maps’ technical requirements and their platforms’ speed will increase in difficulty as the player progresses through the levels.

# Sound References and Styles