Super Duper Bowling GDD

# Overview

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| **Genre** | Platformer |
| **Platform** | PC |
| **Point of View** | First Person |
| **Theme / Mood** | Futuristic People Bowling |
| **Core Aesthetic** | Futuristic Arena |
| **Target Audience** | Young Boys |

# Setting

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.

# Mechanics

## Movement

The movement will be smooth and easy to control, changing direction very quickly to where the player wants to go. Normal WASD movement will be the slowest kind, but also the easiest.

### Parkour

Parkour will be much faster than the average WASD movement, and it will only get faster the more parkour you do. The main Parkour abilities will be sliding, wall climbing, and wall running. Wall climbing will be the only one that slows the player down, as it takes sideways movement and converts it to vertical movement. Sliding will conserve momentum better than walking, and wall running will gain momentum.

### Enemies

Enemies will be relatively stationary in comparison to the rest of the level to accommodate for the difficulty of moving. This will help the player guess where the enemy will be and hit them.

# Controls

# 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, This will be expanded upon if time is allocated.

A screenshot of a video game

AI-generated content may be incorrect.A screenshot of a video game

AI-generated content may be incorrect.Maps’ technical requirements and their platforms’ speed will increase in difficulty as the player progresses through the levels. A screenshot of a video game

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# Sound References and Styles

# Backstory